

COM EXCLUSIVE:
BEHIND THE SCENES
AT SEGA OF JAPAN

SUPER NINTENDO • GENESIS • SEGA CD • 3DD • CD-I • JAGUAR • IMPORT • ARCADE

EGM²

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FIRST PIX INSIDE!



FROM THE EDITORS OF
ELECTRONIC GAMING MONTHLY

DIRECT FROM WCES!

1995 PREVIEW ISSUE

OVER 100 GAMES INSIDE!

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Volume 1, Issue 8



Display until March 21, 1995

MORTAL KOMBAT III



Schwarzenegger
True Lies



DOKEY NINJA
LAND



STARFOX 2



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OK class, the answer is:

**Dr. Mario® and Tetris® are together
on one brain-frying cartridge.**



That is correct. All that pill-dropping, block-busting insanity is now on 16-bit for the first time. All you need is a Super NES® (and a brain, but hey, you've gotta supply that).

Is that **Coolsville** or what?

So you and your bud could go head-to-head on Tetris or Dr. Mario. Or you





could play both in **Mixed Match**. Like you could play Tetris while he plays Dr. Mario. Or you could play Dr. Mario while he plays Tetris. Or he could play Dr. Mario while you yell **"SHUT UP"** since




TWO ALL-TIME PUZZLE GREATS. ONE CARTRIDGE. MAJOR BRAIN SAOTE.

this is getting really annoying. Anyway, to sum it up: there are six new ways to play your two favorites—that's more than you can count on one hand (unless you grew up next to a nuclear power plant).



Only for
SUPER NINTENDO
ENTERTAINMENT SYSTEM



Ever blown
your
inner ear
out your
nose?

Nothing's worse than a mean dose of **Vertigo**—except maybe a crushed kidney. 'Cause in **Off-world Interceptor™**, Crystal Dynamic's™ vicious 4x4 off-road kill-fest, **grabbing air** is just another



perk. (Check out the extreme, 32-bit texture mapped, **butt-bone** smashing terrain!) As a bounty hunter, your job's to scrape up the **scabs** that society's picked off and flicked your way. **Crush'em** beneath ten tons of screaming steel, **cremate'em** with blazing napalm cannons. Whatever it takes—cause given half a chance, they'll be thrilled to **deep-fry** your customized **Monster Stomper** into a **crispy** mess you wouldn't serve in **Hell's Kitchen**. One last thing—buckle up. Because coming down's a **bitch**.



On the way up, you gotta whup a couple'a tough mechs. This game's no exception. They're called **Bases**. But don't bother ev'kin' 'cause you'll lose more than your face.



With the AC lights, cause this ain't no scrape-on-a-slick stadium show. Bust up your foe's with truck engines, air grabbing jump jets and cannons carving pinkie toes.



Excuse all that repressed juvenile behavior with our head-to-head, "waste portably" 2 player mode. Frowd'd be embarrassed. But **Kongkee Khan** would totally approve.

"Any closer Dog Breath, and I can braid those nostril hairs. Get this man some clippers and a mint."



Sick of pointless full-motion video? Well, like us, we've done it anyway. We've dropped in some smart-assed punks stillin' up front talking smack.



MATURE
MILD LANGUAGE
SUGGESTIVE THEMES

For information on this product's rating, please call 1-800-771-2712



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CRYSTAL DYNAMICS™

INSERT COIN

WINTER CES ... WHERE ARE THE GAMES?

Twice a year, the media and retail trade get to see what game companies will be bringing out over the next six months. These Consumer Electronics Shows are held in January and June, with the mid-year show being the major event. Companies have little to exhibit in January, as the design and programming of the new products are not far along. This January show was no exception as a lot of the heavy hitters weren't even exhibiting!

That's not to say the show was a bust. While the number of 16-Bit games was significantly down from previous January shows, almost everybody was talking about having massive amounts of 32-Bit games in time for Christmas. Now all we need are the new systems.

Sega and Sony weren't talking, but the rumors place their mega systems at \$299 to \$450 and launch dates from May to September. Nintendo says that their Ultra 64 is on schedule with a \$250 price and a third quarter release, but they only announced four licensees. Also, the big N's Virtua Boy didn't change from what was at the Japan show. It did get some attention, that is until people learned it will cost \$200. Sega officially announced the Genesis 32X system, and it looked impressive. All they have to do is learn how to pick names for their new products. Neptune sounds better. Venus (Sega's portable 16-Bit system) is back on hold. The 3DO is getting a new look and should come out at a lower price. Their newest games are really looking good and the system is the best it's ever been. The Jag now has a CD and the \$150 price is great!

As for games, Nintendo had StarFox 2 up and running and it looked hot; while Sega had Chaotix, a new Sonic-type game featuring Knuckles for the 32X. But to me the game of the show was a game that wasn't even (officially) there! The one game that everybody was talking about and six companies were exhibiting (or having fun playing) behind closed doors was Toshinden, by Takara of Japan for the Sony PlayStation. It easily put the Saturn's Virtua Fighter to shame, not only for better game play, but also because it is the first true, 3-D fighting game.

Overall it was a good show. Don't forget to check out the highlights starting on page 108.

Ed Semrad
Editor

EGM! ²

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ARE YOU THE HUNTER OR THE HUNTED?



The amazing new CAPCOM G-4 graphics chip makes Mega Man X's duel with the renegade sword an all too real slash-fest.



In the abandoned England factory, "X" better go for the head of the Maverick Hunter or get crushed into scrap metal.



Take the ultimate ride on the Mobile Attack Cycle and eliminate the Mavericks from behind, where they least expect it.

Just when Dr. Cain and Mega Man X thought the rebellion was over, a new uprising is in the works in an abandoned factory. While the X-Hunters keep "X" occupied fighting Mavericks, they're devoting every second to collecting pieces of someone or something he thought was long gone. "X" must use the powers he gains from the X-Hunters, and vehicles like his Mobile Attack Cycle, in his all-out battle to end their threat forever. Or face total "X"-tinction.

CAPCOM

AMAZING 3-D REALISM!

With the new CAPCOM G-4 graphics chip (and 12 meg of memory!)



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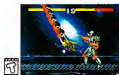
oh YES...
more, MÖRE!
faster,
FASTER,



Tempo™



Virtua Racing™ Deluxe



Genie's Carriage™

GENESIS 32X

[*What did you think we were
talking about, you little degenerate!*]

F a s t



Get your mind out of the gutter and back on video games where it belongs!

Because when it comes to thrills, Genesis 32X games dish out all the excitement you can handle!

They blast your optic senses with over **32,000** colors.

32X games are more **THREE-DIMENSIONAL**, more realistic and **40 times faster** than 16-bit games.

And there are lots of hot 32X games that can satisfy your urges in ways other games can't. Once you get the **32X-PERIENCE**, you won't want anything else.

(Except that, you anime!!)



er!

oh baby,
oh baby...



EGM! ²

FEBRUARY / 1995 / VOLUME 1 / ISSUE 8 / NUMBER 8



TAKE A BEHIND-THE-SCENES LOOK AT THE CREATIVE PEOPLE OF SEGA OF JAPAN!

Go into the minds of the people who make up Sega of Japan. *EGM* chats with Fumio Kurokawa about *Virtua Fighter 2*'s U.S. release. Plus, he discusses plans of bringing *Daytona USA* and *Virtua Fighter 1* to the Saturn. Also, Tetouya Mizuguchi, Kenji Sasaki and Shoei Yamamoto talk about *Sega Rally*, the latest driving game that leaves *Daytona USA* and *Ridge Racer* in the dust.



YOUR WILDEST PHANTASY COMES TRUE!



Having problems in the RPG game, *Phantasy Star IV*? Have no fear! Inside this issue, there are six information-packed pages explaining helpful hints, tricks and interesting tidbits you will need to make the game more enjoyable!



EGM[®] GOES TO THE DESERT TO FIND OUT WHAT THE FUTURE OF GAMING HOLDS!

Although gamers were not allowed at the Winter CES, *EGM* delivers the scoop on the latest controllers, systems, plus all those little giveaways from the companies that were at the show. Of course, you'll get a sneak preview of the hottest games to be released in the near future, including *Megaman VII*, *Spider-Man*, *Animaniacs*, *Captain Commando*, *Stargate*, *Earthbound*, *Scooby Doo*, *Donkey Kong Land* and *Road Runner 2*!



PETER PARKER NO MORE...MYSTERY OF CENTURY...STARBLAST...
 ATTACK...SAVAGE HULK IS BACK...GHOST RIDER REBORN...SPIDER-JANE RETURNS...JEAN GREY VS. SABRETOOTH...FIGHTING CHANCE...FALL OF THE HAMMER

WOLVERINE DEADPOOL CABLE GHOST RIDER CYCLOPS ROGUE

Storm

FEBRUARY 1995

IRON MAN

95 LAIR™ MARVEL ANNUAL

THE MOST COLORFUL EVENTS OF LAST YEAR ARE HERE!

HULK SPIDER-MAN WOLVERINE SILVER SURFER HULK JANE GREY



X-MEN[®]

**GAMESMASTER'S
LEGACY™
ON SEGA
GAME GEAR!**



The lurching labyrinths of The Pyramids holds a host of deadly surprises for Rogue - and hidden power-ups as well!



Gambit's staff allows him to fight at any distance. Play your cards carefully, especially with Fabian Cortez in town.



Use Bishop to dodge the deadly forebodes of Sionna Blaze, and take the fight to her.



SEGA



COMING SOON! MARVEL COMICS' X-MEN: CLONE WARS on SEGA GENESIS™

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INTERFACE

LETTERS TO THE EDITOR

This is the section where you can open up your mind and let the rest of electronic gaming know what you have to say! If we like what you write, we'll put it in the pages of this magazine and try to spell your name right. If we don't like it, chances are we'll fold it up and haul (the paper, not us). Remember that anything you write and send to us can be used in the mag, whether you like it or not. Remember that you have the right to remain silent and that anything you say could be used against you in a court of law. If you think we're going to answer every letter that comes to our mailbox, then you must be nuts.

SEND YOUR LETTERS TO...

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Lombard, Illinois 60148

LETTER OF THE MONTH!

A LETTER TO SONY

I have been an avid reader of EGM since issue #15 and I have enjoyed every moment. I really appreciate you guys being on time with your subscriptions and doing everything you can to keep your readers happy. I need you to print this open letter to Sony of America in your letters section. I would be in your debt.

Dear Sony of America,

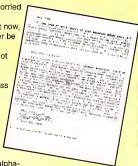
I have recently seen many ads in Japanese magazines (I am a big fan of anime, manga and Japanese animation) advertising the Sony PlayStation. I have heard that Sony of America is planning to release the PlayStation late '95 or early '96 and I would like to address that issue. As I have said before, I am a big fan of games and comics involving Japanese animation. I have noticed that the bulk of the games for this system are of that genre.

That is why I have written this letter. I am very worried that, like the many American systems out now, these games will either be lost in the

"Americanization" or not translated at all. Recently, I have been taking a Japanese class at my school so I can read the comics that I love so much; however, the text and dialogue in games is a different story. With more than 2,000 letters in the Japanese alphabet, it is just a little too much for me to tackle. However, I am still a novice and I am studying hard. Your company has the power to start a revolution. You can make great games like Blue Seed and Macross a reality for my friends and me. Thank you for your time.

Jason Phillips
Pickens, SC

(Ed. Thank you for your thoughtful letter, Jason. We, too, echo your thoughts



about too many things being lost in the Americanization of many of the best video games. We need to let the companies know what we would like to see in our games. Many, if not all, of your favorite companies would probably welcome your input as a consumer. You're feedback is as important to them as it is to us here at EGM and EGM!)

I WANT A SEQUEL!

I'm a Canadian guy. Here in Canada, all people own Super Nintendos! As the voice of the people, I have a suggestion. Donkey Kong Country, Samurai Shodown and Final Fantasy III are all great games. But after you've beaten them a couple of times, they get kind of boring. The game we all come back to in the end is Rock 'n' Roll Racing for the Super NES. The great music, the options and the annoying Loud Mouth Larry pull us in like a magnet! WE WANT A SEQUEL! In it, we want four-player capability. We also want more cars, more things that you can buy for the cars, more planets, more characters, more secrets and of course, more Loud Mouth Larry. That isn't too much to ask, is it? Could you guys at EGM and EGM! pull a few strings, or threaten to make someone sleep with the fishes or whatever? WE WANT A SEQUEL!

Geoffrey Rollins
Quebec, Canada

(Ed. Let me get this straight, you WANT A SEQUEL? Seriously though, as of right now, Interplay doesn't seem to have any plans for a sequel to Rock 'n' Roll Racing. Try dropping them a letter, I'm sure they would like to hear from you. Long live Larry!)

WIN A PAIR OF ACCLAIM JOYSTICKS!

The best letter submitted each month will win his/her choice of either the Super NES or Genesis version of Acclaim's hot, new Dual Turbo Wireless Remote System.



This Game is **NOT** Cool!

If you're looking for a COOL new SNES game, look somewhere else. In The Ignition Factor, the action starts at about 1,300° Fahrenheit, and only gets hotter.

Dodge exploding barrels, douse scorching fires, and perform dramatic rescues through eight levels of blazing excitement. Pick and choose your own fire fighting equipment. Talk to people trapped in the inferno, and use their clues to locate other victims.

If you can take the heat, this is your chance to become the hero that you know you really are.

SUPER NINTENDO
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Nintendo



THE IGNITION FACTOR

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THE ARCADE TWITCH

I go to the arcades a lot, and I've noticed something that a lot of people do when they play fighting games. Whenever they beat someone in a round or they lose a round, they will walk backward about five feet, look around and then walk back to the machine for another round of fighting. I have done this at times, too. Not everybody does it, but nine out of 10 people do. It's weird! Once, someone walked over to where I was playing, took a quick glance and then walked back to where he was playing. I'm telling you, it's weird!

Brett Packer
Palm Desert, CA

(Ed. Ah yes, you've discovered the infamous Arcade Twitch. This is a short circuiting of a part of your brain that occurs from playing fighting games too much. It forces the inflicted person to step approximately six feet from the machine after playing and do several head turns. After the spell passes, the sufferer simply walks back to the machine and continues playing. There are other maladies usually associated with arcades such as Change Machine Tunnel Vision, Token-in-the-Pocket Itch, Mortal Kombat II Hand, palm blisters and the dreaded Street Fighter Prickly Heat.)

IN RESPONSE

I hate to rip on something printed in *EGM* even if it was a reader's letter, but I have some serious objections to Kevin Callis' letter in *EGM* #6. If history is going to repeat itself with a video game crash, it won't be because of high prices. Kevin's history is somewhat questionable: The 7800 was released after the NES, as Atari was trying to fight Nintendo back then. Kevin

ASLHO LETTER OF THE MONTH!

If you think you have what it takes to contribute to society, go write to *Newsweek*. If, however, you have a thought or opinion that fellow gamers would particularly find crazy, we'd love to immortalize you with a special edition *EGM* T-shirt proclaiming your fondness of and psychosis to video games!

Dear *EGM*,

Where exactly is Donkey Kong Country? I can't find it on any of the world maps or globes. Since my family has decided to take a vacation there, we went to a travel agent and asked him how to get there. He said that he wasn't sure, but he thought that it was located somewhere on the Planet of the Apes. I was wondering if you guys at *EGM* could let me borrow Mario's Time Machine to get there. If I don't return it in 30 days, I promise I'll give you my little brother. If I can't borrow the Time Machine, could I at least use the airship from Final Fantasy III? I was also wondering if I need a passport to get there, if my father was born there. Also, what is the current exchange rate in Donkey Kong Country, because I am hoping to get a lot of bananas for my dollar. Please get back to me as soon as possible, so my family can plan this vacation.

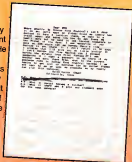
David Vucina
Colleyville, TX

Hal! This just goes to show that your travel agent is a goof! Everyone knows that Donkey Kong Country isn't on the Planet of the Apes! It's right outside of Cleveland! He's obviously trying to gyp you out of your frequent flyer miles! The cad! When you do go on your vacation to DKC, you can take your new *EGM* T-shirt with you! We hear that you can get a good 50 or so bananas for it!

also claims that consumers stopped buying games because of the high prices, but to my knowledge no such thing happened. (In fact, more games were sold during this time than any previous time.) Kevin talks about the Jaguar costing more than \$200, while the Super NES and the Genesis sell for about \$90. I think he should make another comparison, one where the Super NES and Genesis sell for \$200 while the NES sells for \$80. As he would say, "More than a slight difference." What he should remember is that system prices drop all the time,

and eventually we may see the Jaguar selling for as little as \$100. All we have to do is wait a little while. He also states that *EGM* has never rated any Jaguar, 3DO or CD-I games Platinum, to which I say, "So?" The reviews and ratings are opinions, not absolutes. I own a NES, TG-16, Game Boy and have owned a Genesis and Super NES. I can attest that I agree with the ratings only about 40 percent of the time. (I don't berate them for this, though.) Thank you for your time.

Charles Morgan
Muncie, IN



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Finally, A Great Action/RPG for the Genesis!

Atlus presents, *Crusader of Centy*, quite possibly the best Action/RPG game designed for play on the Sega Genesis! As the hero Corona you begin an epic adventure across the land of Soliel in search of a way to rid the realm of invading monsters. As a swordsman you have much to learn. Discover the lost technique of launching your sword like a blazing boomerang—ready to strike enemies from impossible angles and distances! Befriend many animal companions who provide new powers to your mighty blade! Battle evil from the very dawn of time in this awesome adventure.

- Enormous game with over 40 hours of mesmerizing game play!
- RPG element includes dozens of major and minor characters to interact with!
- Multiple mind-boggling challenges in every level!
- Discover the secret combinations of your powerful animal allies!
- Save all your progress with the battery back-up RAM!
- Gain new power-ups to increase the potency of your magic sword!



Attitude



**KEEP
OFF THE
GRASS**

An ATTITUDE PROBLEM? No way...not us! But, check it out. Why should we keep off the grass...what's grass for anyway?

O.K., so maybe we do have an attitude. Or...maybe we're just smarter than the people who make the rules. Try our game accessories, and you decide.



SG PROGRAMPAD 6
For Sega Genesis™

SN PROGRAMPAD For Super Nintendo®

Real-Time Programmability—

Customize your controller with all the hot, new moves

from Mortal Kombat® II and Super Street Fighter™ II. Or program your best sports moves into a single button. Either way, programmability gives you an attitude your friends can't compete with!



Pre-Programmed Moves — These game pads come loaded with some of the toughest moves ever

Problem?



from all the classic games. Totally devastate your opponent with these killer pre-programmed moves.

LCD Action Screen — It's like a mini TV screen that shows every move you make. Check out all the action, from programmable moves to auto-fire settings to slow motion control. Our unique LCD screen shows you the path to victory!

Auto-Fire & Slow Motion — Sometimes you feel the need for speed, but other times you need to pull back and plan your strategy. **INTERACT** ProgramPads give you both options.

Well...what did you expect?



Play with an attitude!



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WHAT IF?

Ever had a revelation? Okay, how about something really strange about the video game industry? If you've got some strange combination you feel everyone should know about, send it in!

WHAT IF...

... You blew your nose and Boogerman came flying out?

David Vucina, Coileysville, TX

... I could afford a 3DO?

M. Talangbayan, New York, NY

... Guile got into a hair fight with Blue Suede Goo?

... They found the Lost Viking, but then he got lost again?

Adam Randie, Rochester, MN

... Sushi-X got Ninjavits?

... Smoky Bear burned down the living forest?

... The sequel to Urban Strike was called Baseball Strike?

... Sega made a system called Uranus?

... The Power Rangers were sued by Volttron?

... Wednesday (from the Addams Family), married Friday (from Robinson Crusoe) and had a kid named Thursday?

... Blood was a spinach-green color, and MK II for the Game Boy was the only correct version?

... You saw the same "what if" twice?

... You saw the same "what if" twice?

David Salgo, Dix Hills, NY

Send your 'What if's' to: EGM/What Ifs 1920 Highland Ave. Suite 222 Lombard, IL 60148

Or include your 'What if's' as a P.S. on a letter or postcard you're sending in.

I WISH I WAS...

I sometimes wish that I were a Japanese gamer. Why, you ask? Let's take a look at two video game markets, Japan's and America's. First, the Japanese market is practically heaven. What players want, game developers deliver. A flawless relationship, don't you think? From RPGs to adventures,



It's not likely that you'll see Dragonball Z III in the U.S.

and good ones at that. Many of these games will be previewed in your mag, most of which we will never see. Now in the U.S. market, what players want we don't get—an obviously flawed relationship. The Americans need to get with the program. They need to start realizing that what they're giving us is



This Japanese shooter Dezaemon lets you edit games.

manure compared to the games that the Japanese players get. We in the U.S. will never get to experience many of these cool games. The PlayStation and the Saturn have already been launched with lots of cool games for them, and we have to wait at least a half a year before we get to try them! I want some good Japanese translations, and I'm sure I'm not alone! I own a Sega CD and a 3DO, and neither has offered a true

RPG or adventure game (yet). I'm tired of this full-motion video crap! Now don't get me wrong, there are some game companies that have us Americans in mind, but these companies are few and far between. Get with the program!

Andre Winters
Chicago, IL

(Ed. I understand where you're coming from, Andre. But you've got to realize that the majority of the game companies out there are based in Japan. They do have American divisions in the good ole USA, but they get their orders from Japan. The American branches of these Japanese companies sometimes have only a small voice in the company's policies. Whether or not a game comes to the U.S. is determined by the Japanese game makers. Thank goodness for American and European game developers like Midway, Probe and Sculptured Software.)

SHODOWN'S MOVIE ROOTS?

I was recently at a friend's house when we rented a movie called *Samurai Reincarnation*. It was a fairly recent, dubbed Japanese movie. In the movie, there was a character named Yagyu Jubei, who looks exactly like the Yagyu Jubei of SNK's *Samurai Shodown*.



Did the characters from Shodown come from a movie?

The main bad guy in this movie was a Christian sorcerer named Amakusa Shiro, who just happens to look like



Were the characters inspired by legends and history?

the end Boss in *Samurai Shodown*. They even make the same gestures with their hands. I know there is a really famous Yagyu family of Feudal Japan, and possibly a Yagyu Jubei. But it looks to me like SNK might have copied these two characters from this movie and put them in their game! Do you know anything about this?

Kiran Hacker
Vancouver, B.C.

(Ed. You raise some very interesting questions, Kiran. As far as we know, SNK didn't take these characters from the movie you saw. However, anything is possible. There is a distinct possibility that SNK did in fact take some of these characters from history and/or legends.)

PONG WHO?

In past issues of EGM and EGMF, there is mention of a hidden character in MK II named Pong. My question is, "Who in Sam Hill is Pong?"

Austin Pick
Ft. Madison, IA

(Ed. Pong is the mythical god of old video games. His powers include the Paddle Your Opponent's Rear-End move and the Flaming Ishudo Ball. Seriously, Pong is an old video game with two paddles and a ball!)



Kitty Litter!



WHAT A SHOCK!



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ONE SHISH KABOB,
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IS THIS LOADED?



They fight, and bite, they fight and bite and fight!

Get ready as Itchy & Scratchy slice, dice, crash and bash their way into your home. This cat's gonna need more than nine lives to survive bazookas, grenades, chain saws and flame throwers.

There's more than one way to skin a cat...

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GONE FISHING

I have long loved video games. I have a Genesis and a Super NES and I have played more games than I care to remember. But it seems to me that the manufacturers are in a rut. Every other game is a Street Fighter rip-off. That's why last summer I put away my consoles and took up the wonderfully exciting sport of bass fishing. There is nothing like getting out on the lake at 4 a.m. and matching wits with what many scientists have long considered to be the second most intelligent creature on the planet—the large mouth bass. When the summer ended and I could no longer fish, I reluctantly



Bassin's Black Bass is on its way to the Super NES!

pulled out the game systems again, but I just couldn't bring myself to play. That is until I discovered the best game ever made for any platform. No, not MKII, not SSF2, but Super Black Bass for the Super NES. That's right! 100 percent pure bass fishing. It is bass fishing at its finest, but I want more! More bait, more boats and more bass! Why is it that Capcom can make three versions of Street Fighter, but they can't get off their high horses long enough to make a bass fishing game? C'mon Capcom, you know the consumers want it! Give me more bass! I demand it!

Ryan Petersen
via the Internet

P.S. I am not above fishing for trout, and a marlin fishing game would be okay, too!

(Ed. Guess what? There's another bass fishing game on its way to the Super NES! It's called Bassin's Black Bass, and it looks like it will be everything you're looking for! There are many other interesting areas we'd like to see converted to video games. Imagine the titles: Cooking with Aunt Harriet for the Neo CD, Art of Basket Weaving for the Genesis, Contra 4: Adventures in Ballroom Dancing for the Super NES, John Madden Sensitivity Training by EA for the Super NES and Genesis and finally Earthworm Jim Teaches Folksongs of the '60s. Seriously though, you make a good point about some of the game companies being in a rut. Maybe 1995 will be a better year for creativity. With all of the new systems coming out, it should be quite interesting. Good luck with those bass!)

SEGA SOUND

I own NBA Jam and both Mortal Kombat for the Sega Genesis. All three of them have decent voice samples in them (NBA Jam especially). Then I rented Super Street Fighter II with its "40 Megs of fighting power" and found the voices in that cartridge to be as awful as anything that I've ever heard. What's the deal? NBA Jam and both of the MKs weren't anywhere near 40 Megs and they have great voices. Why couldn't Capcom cram some decent voices somewhere in that 40 Megs?

Mark Zwolanek
via the Internet

(Ed. Geez, what is this, a Capcom-bashing contest? Anyway, we agree. The voices in the Genesis Super Street Fighter II are really below par. Considering that Capcom's work is usually top-notch, it's hard to understand why this game has voices that sound like a

couple of cats fighting in a tin can! Just remember, there are other aspects of the game that are pretty damned good! I guess you've got to take the good with the bad. It is tempting to say that the bad voices on some of the Genesis games are the result of some kind of hardware limitation, but they're not. There are plenty of Genesis games out there with good voices and sound samples. NBA Jam, as you stated, is one of them.)

SCARED OF JAGUARS

I have several questions. The first is: Why did Atari take so long to get the Jaguar into department stores? The second is: Do you think that it is a good indication that the Jag is finally going somewhere? I bought one several months ago, and I've already sold it in order to secure the money that went into it. At the time, nothing seemed to be happening with the system, so I figured I'd jump out while I was ahead. I've always felt that if and when the Jaguar does take off, I can always use the money and get another one. I know that the way systems take off is by the consumers investing in the products, but on the other hand, I haven't seen any 64-Bit capabilities that haven't been introduced somewhere else in this market.

Chris Griffin
via the Internet

(Ed. Well, Chris, we can't tell you that you did the right thing by selling your Jaguar, but we can tell you that you may want to buy it back someday. Don't be frightened, though. It's okay, we all get a little jumpy now and then. There are some cool titles due out this year—keep your eyes focused on EGM and EGM® for more!)

WAY TO GO!!

Congratulations guys, you have finally smartened up and gotten an e-mail address. I thought this day would never come! I have been thinking about how much easier it would be to communicate with magazines if they would just open up an electronic mailbox. There are areas on on-line services dedicated to video games and even whole BBSes that are video game oriented. So you know that there are computer-literate video game players on the Information Superhighway. With e-mail, I can write as many letters as I want with no postage! As it becomes less of a burden to write to you, more and more of your readers will be tempted to voice their opinions and offer suggestions! The dawn of the computer age is here, and with it, the continued success of your fine publication. Way to go, and keep up the good work!

Justin Slater
via America Online

(Ed. Thanks Justin! We try to keep in touch with our readers in whatever way possible. e-mail is just one way that we can get up-to-date input from all of you. It's much easier to send an e-mail than it is to actually pen a letter. Hopefully, as you said, this will dramatically increase the amount of reader input that we receive each month.)

LETTER ART

Who came up with the idea for readers to send in Envelope Art? It's pretty cool. Most of them are really great!

Tom Severns
via the Internet

(Ed. When we first started we had no idea how well that section would be received. Needless to say, we've gotten hundreds of positive letters and some great artwork. Keep 'em coming!)

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Beep! Beep! Cartoon-like graphics
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LOONEY TUNES **NA** **SEGA** **GENESIS**

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THE PRICE OF FAN ACTIVITY

by Arnie Katz

How much should an editor charge for a fanzine? A call from one of my favorite faneds caused me to consider the question.

Fandom is a hobby, not a get-rich-quick scheme. Zines aren't profitable, especially when you factor in the cost of the editor's time. They don't turn into prozines, either. The only reason to do a fanzine is because it's fun.

People don't usually expect to make a profit on their hobbies, so a fanzine shouldn't be priced to earn one. On the other hand, every fanzine editor can use a little financial assistance, what with printing and postage so expensive.

So, what's a decent price? \$1-2.50 sounds about right to me. Special circumstances might merit more money, but the typical 20-page fanzine should fall within that range.

Some fanzine editors may complain that this is less than they spend. That could be a problem for fans on tight budgets, but there are remedies. Three possibilities are: Reduce the number of pages, cut expensive frills or get a part-time job to cover the expense.

An unread fanzine is a sad thing. More realistic pricing boosts a fanzine's circulation. If you can't be rich, you might as well be famous, at least in the fanish sense.

Game Mag #5

Edited by Jonathan Ratcliffe
PO Box 184, Orrick, MO 64077

Frequent, \$1.50 per copy, 26 pages

A previous review misprinted Jon's address, but he still doesn't put his name and address in a colophon in a



prominent spot in his fanzine.

The graphic design is unusual, to say the least. Much of the text is in diagonal columns, with headings in color, printed on one side of the page. The margins are large, but not uniform from page to page. Make no mistake, **Game Mag** is readable, but the visual presentation would benefit from extra work.

Game codes, news notes and reviews for major console and portable cartridge systems fill most of the pages. The multicritic reviews are a nice idea, one worth expanding.

The news is too dated to be worth much. It would be more interesting to read Jonathan's comments on major happenings than these belated and sketchy facts. That would also give him a chance to put his own personality into **Game Mag**, which would be a big plus.

Game Masters #1

Edited by Greg Meyers
PO Box 1216, Laredo, TX 78040
Frequent, \$1 per copy, 19 pages

This first issue, in a neatly produced half-size format, is devoted primarily to fighting games and RPG cartridges. Besides a short editorial welcoming read-

ers, contents include short cartridge capsules, codes for Mortal Kombat II, character moves for Darkstalkers and a couple of fanzine reviews.

Greg is off to a good start, but he's smart enough to invite readers to contribute art and writing. This new faned seems to be a quick study, so expect **Game Masters** to forge ahead quickly.

The Good, the Bad & the 8-Bit #9

Edited by Brian Pacula
33 Florence Ave.
Mill Valley, CA 94941-2611
Frequent, \$1.50 per copy, 20 pages

Brian and his staff are an opinionated bunch, which



makes **GB8B** one of the best reads in fandom. Some may find the cynicism a little annoying in spots, but no one falls asleep reading it.

Brian's well-paced zine has the crackling excitement every editor, and reader, loves to see. He's got a good sense of humor, which keeps the tone suitably light.

GB8B is a general interest fanzine, with video games and anime as the twin focal points. Also here is a solid letter column, fanzine reviews and comics-style artwork by Brian. No one will ever fully agree with the iconoclastic Mr. Pacula, but only a slug

will hold onto that buck-and-a-half instead of sending it to him for the next issue.

Mediapoint #4

Edited by Nathan Palmer
1306 S 2500 W,
Syracuse, UT 84075-6942
Occasional, free, 12 pages
Relatively new systems like the Jaguar and the 32X are the main subjects of this enthusiastic general interest gaming fanzine. More editing of the material would help, but **Mediapoint** already offers a pleasing range of material, mostly by Clint Silvester, Jason Udy and Nathan himself.

Apart from the cover doodle, this is a fairly attractive title. The text is clean, set off effectively by large headings. Fewer fonts would create a more harmonious look.

Like many fanzines, **Mediapoint** is better when the writers comment on the news than when they just report it. A fanzine page based on a hyping press release is still nothing more than a page of hype. Fanzines should wait until companies put the goods on the shelves—and then cut loose with their opinions.



If you'd like your fanzine reviewed in this column, send it to: Arnie Katz, 330 S. Decatur, Suite 152, Las Vegas, NV 89107.

NBA HANGTIME '95 WILL TEST YOUR BASKETBALL SKILLS. NOT YOUR "SIT-ON-YOUR-KEISTER-AND-WATCH-THE-COMPUTER-DO-ALL-THE-WORK" SKILLS.

B-B-I

Fish Dunk

This one is very simple, so just hold on tight and hope your hands aren't too sweaty.



B-A-

Sonic Boom

If you attempt this one and miss it, the embarrassment could be too much to recover from.



B-A-

Sledgehammer Dunk
Show that crowd where this dunk got its name from.



B-A-I

Hangtime

Do this move correctly and you'll be airborne long enough for Don Patrick to go get a hot dog. And some confetti.



B-A-I

Reverse Jam

Time this one right and Chris Webber will fly as high as he'll skew up on air traffic control radar.



U-B-I

Stop & Pivot

You'll need all the fancy footwork you can get in the "streetball" mode. Because on the blacktop they play for keeps.



B-A-A

Super Jump & Block
How many opportunities do you have to take on an NBA star in front of 20,000 fans?



A-A-I

Downpour

We're not giving three pointers away here, but with a little practice you'll nail 'em like Reggie Miller.

NBA HANGTIME '95 is the most challenging game of 2-on-2 out there. You've got 39 different moves to choose from, real players like HAKEEM OLAJUWON, PETER ERING, SHAWN KEMP, SCOTTY PIPER, CHRIS MULLIN and KAREL MALONE, all 27 NBA TEAMS, and ESPN 2's "STREETBALL" MODE. IF YOU DON'T GIVE THIS GAME TWO THUMBS UP, IT'S PROBABLY BECAUSE YOUR THUMBS ARE TOO EXHAUSTED. EVERYTHING ELSE IS JUST PRACTICE™





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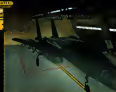
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BLUE LIGHTNING™ You're in an F-18, battling a renegade general. Can you handle precision flying and stomach-wrenching dogfights or do you need your mother? Available 1st quarter.



CREATURE SHOCK™ You're on a mission to find the remains of a lost ship on the near-dead Planet Earth. 3-D graphics and eerie special effects add to the chills. Available 2nd quarter.



Game tips and hints: 1-800-TS-ATARI, 65¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. ATARI, the Atari logo, Jaguar, the Jaguar logo, Jaguar CD, VLM, Virtual Light Machine, Battlemorph are trademarks or registered trademarks of Atari Corporation. Copyright 1994 Atari Corporation, Sunnyvale, CA 94089-1002. Made in the U.S. of domestic and imported components. All rights reserved. All other trademarks and copyrights are properties of their respective owners. *Dragon's

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[CD player comes fully loaded with everything but a Jaguar.]

JAGUAR
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MATH

PRESS START



ACCLAIM BUYS IGUANA

Acclaim has bought a new, exotic pet to add to its ever-expanding empire.

In a move that significantly enhances its engineering and product development capabilities,

Acclaim has acquired Iguana Ent., a worldwide interactive software development leader. However, the two companies are by no means strangers.

The deal was struck and the paperwork was prepared and signed before the January CES.

"From the completion of our motion-capture facility, expansion of our coin-op divisions, engineering and research activities and now our acquisition of one of the industry's premier software development houses, we

have exponentially grown our development capabilities this year," said Robert Holmes,

president of Acclaim. "We are excited about our acquisition of Iguana as they bring to Acclaim some of the most creative and technologically astute talent in the world today."

Iguana has already designed some successful titles for Acclaim from their offices in Texas and England. They have fathered such titles as Acclaim's top-selling NBA Jam, Quarterback Club and another sure-fire hit, NBA Jam Tournament Edition (due

out at the end of this month). Iguana has designed software for a variety of interac-

tive systems, including Amiga and IBM personal computers, as well as other platforms. Right now they are the only ones, other than Nintendo, to have an Ultra 64 development system. They have already begun work on Turok: The Dinosaur

Hunter.

"We are excited about becoming part of the Acclaim team and utilizing its technical and financial resources to

create the industry's most compelling software,"

said Jeff Spangenberg, president of Iguana. "With the combination of our programming and development expertise with Acclaim's distribution and marketing strength, we

will create an even more formidable force in the industry."

This latest move will help Acclaim move most of their software development in-house. They still plan on using outside design groups, but now one-third of all of their titles will be done in-house for all of the current and upcoming 32-Bit systems.

Iguana will add another dimension to Acclaim's growing empire.



IT'S IN THE CARDS

It looks as though more gaming licenses will be made into card sets.

Electronic Arts and Classic Cards, a subsidiary of Score Board, have teamed up to bring Shaq Fu cards to life. Each of the 25 cards will be randomly inserted into Classic 4 Sports packs.



Classic is no stranger to gaming cards. They have done two sets of cards for Mortal Kombat.

The Mortal Kombat II set consists of 166 cards in 48 different packs.



Classic made 2,000 cases with 48 packs per case. A Mortal Kombat III set is said

to be in the works, but some finishing touches have to be made on the deal.

In other card news, it seems video game licenses are attracting attention from other card makers as well.

Upper Deck is doing cards on Capcom's Street Fighter: The Movie through its



Pyramid brand.

The eight-card foil pack trading cards will have 101 cards in all, including 10 special effects cards and one card featuring a new "LE" card technology.

All cards are available now at card stores and specialty shops.

GOING ON TOUR WITH EWJ

David Perry recently took his Shiny show on tour and visited several high school newspaper editors across the country.

Taking some cartridges of Earthworm Jim, Perry gave the high school editors some insight as to what actually goes into the making of a game.

Perry began developing his



skills at the age of 15. Now the crew at Shiny

Entertainment is hard at work on Earthworm Jim 2.

Perry is gaining worldwide notoriety for his programming and his media relations skills, as he met with the students at several Planet Hollywoods and gymnasiums. In the forum, Perry lead the discussion on the present and future for the interactive entertainment industry. He discussed several topics with the students, including career opportunities in the ever-changing world of video game development and marketing.



A Q&A WITH SEGA'S CAPED CRUSADER CREATOR BERT SCHROEDER

NA NA NA NA BATMAN. Any serious Bat-fan must have tuned into the same Bat-station, same Bat-channel to remember the chorus of the theme song from the hit television series.

Batman has taken several leaps from the comic book page to the television and movie screen—now he's starring in his very own game.

We caught up with Sega's executive producer of *The Adventures of Batman and Robin*, Bert Schroeder, to ask

the other Batman games on the market?

SCHROEDER: Basically, it's a two-player game with both Batman and Robin in it. The game is moving at 60 Hz and it has over 450 frames of animation in total for both characters. It has 3-D scaling sprites and has three rotating play fields. If you know the Genesis, it only has two play fields, so it has a lot of technical powers going on. We used line segmenting and line scrolling.

What's the story line of the game and how many levels does it have?

The game has 16 levels and is a two-player, cooperative action game. Really, it's three games in one. You

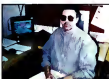
have your hand-to-hand combat, fighting action sequences, where Batman and Robin throw their

weapons, punch, kick—the usual stuff. We have a Hand Glider Level. On this level, it's a top-down view and the Crusaders fly.

We've also added jetpacks, so Batman and Robin can fly around.

The story line is essentially that Mr. Freeze has employed the Joker and Two-Face to take over Gotham City by freezing the entire populace.

The only thing that stands between Mr. Freeze's powerful ice cannon and diabolical plan is Batman and Robin.



Sega's Bert Schroeder talks about the making of *Batman*.

A SLAMMING TIME IN THE CITY WITH SCOTTIE PIPPEN

In the Slam City with Scottie Pippen Nike Town event sponsored by Nike and Digital Pictures, members of the mainstream media and a news crew from EGM were on hand to take a few pictures.



Tony Kukoc, Scottie's teammate, showed up to play the game and show his support for Scottie.

Tony Kukoc even went up against Scottie and at the end of the game he shrugged and said, "I'd sooner take my chances with Scottie on the real



court—he's too good in this game."

Of the six media members who got to play Scottie, the most that any one of the newsmen scored was a measly three points.

Unfortunately, Team EGM members were not able to play against Scottie due to time restrictions. Perhaps next time the king of basketball and the kings of video sports games can go toe-to-toe!

However, it was a great event and a good opportunity to see Scottie play his own video game.

How many people actually worked on the programming and design of *The Adventures of Batman and Robin*?

That's a very interesting question. More than the standard four or five guys in a programming house. What we have done is incorporated a couple of companies. We have worked with Warner Animation very closely, as well as with Tokyo Movie Shinsha out of Japan, who has worked on six or seven episodes of *Batman: The Animated Series*.

They did all of the animation in the game for both Batman and Robin that was in line-art form. Then we scanned them in



and colored them to a Genesis legal palette.



a few questions about the game.

What separates your Batman game from some of



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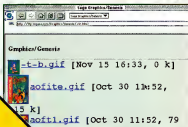
So if you've been looking for the fight of your life, get into the Goldstar 3DO System. And then, get ready to rumble.



GoldStar

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2	SEGA.TIT	Sega Channel	11/15/94	52 54	18
3	AMPHIB.GIF	Sega Plan 02 Screen Shot #4	11/15/94	51 54	35
4	WOLFE.GIF	Sega Plan 02 Screen Shot #5	11/15/94	25 54	36
5	WOLFE.GIF	Sega Plan 02 Screen Shot #6	11/15/94	54 54	12
6	TITLE.GIF	Sega Plan 02 Screen Shot #6	11/15/94	51 54	17
7	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	16
8	SWING.GIF	Sega Plan 02 Screen Shot #1	11/15/94	52 54	22
9	SWING.GIF	Sega Plan 02 Screen Shot #3	11/15/94	52 54	17
10	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	17
11	SWING.GIF	Sega Plan 02 Screen Shot #2	11/15/94	48 54	13
12	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	15 54	12
13	SWING.GIF	Sega Plan 02 Screen Shot #3	11/15/94	54 54	8
14	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	17
15	SWING.GIF	Sega Plan 02 Screen Shot #2	11/15/94	48 54	13
16	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	15 54	12
17	SWING.GIF	Sega Plan 02 Screen Shot #3	11/15/94	54 54	8
18	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	17
19	SWING.GIF	Sega Plan 02 Screen Shot #2	11/15/94	48 54	13
20	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	15 54	12
21	SWING.GIF	Sega Plan 02 Screen Shot #3	11/15/94	54 54	8
22	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	17
23	SWING.GIF	Sega Plan 02 Screen Shot #2	11/15/94	48 54	13
24	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	15 54	12
25	SWING.GIF	Sega Plan 02 Screen Shot #3	11/15/94	54 54	8
26	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	17
27	SWING.GIF	Sega Plan 02 Screen Shot #2	11/15/94	48 54	13
28	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	15 54	12
29	SWING.GIF	Sega Plan 02 Screen Shot #3	11/15/94	54 54	8
30	SWING.GIF	Sega Plan 02 Screen Shot #4	11/15/94	52 54	17



Several companies have merged onto the information highway, with more companies being added to the list all the time.

They provide tips, new product information on upcoming products and a forum for people who play their games to ask questions and leave notes about how to beat a Boss or get through a level.

To put it simply—it's the latest fad in the business.

The vast majority of companies on-line are on the CompuServe network. These companies include

Sega is showing off new versions of some of their hottest products. Find out what's next from Sega's World Wide Web address on the Internet, www.sega.com. Or try their CompuServe address: GO SEGA.

Sega, Capcom, Interplay, Activision, Nintendo and Gametek.

Rocket Science was the first to go on-line on the Internet, followed by Sega. The two of them went on-line in a big way—not only providing written information on their products, but also showing visuals of them on something called the World Wide Web.

Sega shows pictures of new games and systems, plus gives information on new and various product lines. Gamers can learn about what's new from Sega

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Sports, find out about how the Sega Channel works plus leave questions for Sega executives and their game counselors.

Rocket Science also has a World Wide Web area on the

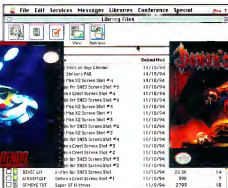


game that were in production. Doug talked about the 32X version and he indicated that the Sega CD version had its own, full music soundtrack.

Some of the companies leave tricks net users can

access and pass along.

Finding them on CompuServe is as easy as



Ask Capcom questions on some of their top games and find out codes and other tricks.



Send e-mail to Capcom to find out what's coming next from the creators of Street Fighter.



Get moves and tricks on Brutal from Gametek on-line.



There's tons of information on Rocket Science on-line.

Internet. Besides showing pictures of their games and products, gamers can download JPEG stills and MPEG movie files.

Rocket Science also has profiles of top executives and programmers, as well as the typical forum to ask questions. One unique feature of their setup allows you to order games and other merchandise out of their on-line catalog.

Other companies just have an area where you can leave questions or find out game-related product information.

Nintendo is currently on CompuServe, but they have plans to set up their own World Wide Web on the Internet. For the time being, gamers can leave messages or questions in the Nintendo area on CompuServe.

Activision leaves messages

in their area and asks for feedback on their games. When we logged-on to write this story, there was message to network users from Doug Pearson. He was requesting feedback from gamers on how they liked Pitfall.

Pearson also updated them on the new versions of the



To enter Rocket Science on-line: www.Rocketsci.com



one, two, three. If someone you know has a CompuServe account all you need to do is connect to the network. Go to Game Forum News, then go to the VIDEO GAME B Publishers forum.

Jump on the information highway. You just might find an interesting tidbit about your favorite game or company!

EA Sports and other companies plan to join the network community shortly.

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YOUR AS*S!!!,))) THIS IS X-ROCKET)))SCI-ENCE GAME 1...LOAD-STAR.!!!DO((C)))U READ)E.!!!, THIS I() ROCK

345 | 54 | 2 | 34 | 9 | 240052478 | 1 | 23 | 0 | 88724 | 4 |

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BREAK//THU//IN**WIDING,MESS))) MOND-LIKE XOPER-E
ENCES)))WITHMORE(REALIZ,MOE EFF MORE))) THRILLS

GAME 2 > CASE, LACK AND ± DINDAURS* YOU RE ■■■■ IN COMEC
BOOK, ■■■■, ■■■■, CAN GET ■■■■ INSIDE ■■■■ COMEC... BOOK REA-LITY
BASED ON ■■■■ GRA, PHOC... NOVEL ■■■■ OF ■■■■ SCHULTZ ■■■■

HOLLY WO-0000 MEETZ<<STIL DOOMPAAL LEY. 0000 11. THE
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GAMING GOSSIP

...VIRTUA FIGHTER III IN THE WORKS...
...ACCLAIM GETS NBA ARCADE LICENSE...
...SCULPTURE DOING MKIII FOR HOME...
...IGUANA MAKING TUROK FOR ULTRA 64...
...RATINGS SYSTEM COMING FOR ARCADES...
...DOOM BEING MADE INTO A MOVIE...
...NEW 3DO COMING FOR \$199...
...INTERPLAY GETS EWJ SEGA CD...

Fans of fighting games get ready to rumble! I've had my ear to the grapevine and you wouldn't believe the cool stuff I'm hearing. It seems as though Sculptured Software is doing the conversion of Mortal Kombat III for play on the Super NES, Sega Genesis, Game Boy, Game Gear and Sega 32X. You've all heard by now that Mortal Kombat III is said to be the last installment of Williams' popular fighter. Classic Cards is ready to make a set of Mortal Kombat III trading cards. They sold all of the 2,000 cases of the cards that they printed when the last game was released.

Acclaim has purchased Iguana for a reported \$23 million. Iguana has the first Ultra 64 development system, and they are already one quarter of the way done on Turok the Adventure Hunter, one of the first games that will be made for the Ultra 64. The Bosses will be big and powerful, and the game will be ready when and if the Ultra 64 ships for the home later this year. If it doesn't, an arcade cabinet will be added and it will be one of Acclaim's first titles released from their newly formed arcade division.

Instead of another Mortal Kombat, sources at Williams are talking about making a game that will be so bloody and gruesome, it will make the Mortal Kombat trilogy look like a Disney cartoon.

No so fast Mr. Boon. It seems that the stuffed shirts in Congress have been visiting a few arcades. They've even been rumored to have stuck a few quarters in Primal Rage, played a little human volleyball and done some bowling with humans, while they were ravaging each other with their favorite beast. Seems as though the light has gone on and someone is finally home. They've realized that most of the video games that have been released for the home have come from the arcade scene. Now that they've gotten their way with the ratings system for the home in place, they are turning their attention to the arcades. Sources suggest that they won't go for any nonsense and will be setting up a separate review agency to, you guessed it, censor arcade games. Some sources are even suggesting that too explicit or gory games will not be allowed in arcades frequented by very young children. The face of arcade gaming may be changed forever.

Also fight fans, Tekken by Namco is set to be coming out for the PlayStation in Japan and it is ready to deal another blow to Sega's Saturn and Virtua Fighter. Knowing this, Sega is already starting to convert Virtua Fighter 2 for the Saturn and they are also working on a Virtua Fighters 3 with more texture-mapped polygons, blood, hidden characters and everything but the kitchen sink. Sounds like they might be playing off the popularity of another game with the initials MK, doesn't it fight fans?

Turning to Doom, it seems that way back in the days when I'd put three levels of Doom on-line as shareware, before they hit it big, they sold the film rights to the then virtually unknown game for \$1,000 to two production assistants. Now Universal Pictures is shopping to get the rights to do a Doom movie and they're willing to pay between \$100,000 and \$500,000 (cha-ching). They plan on bringing out the movie late 1995 or mid-1996 depending on how things go.

With NBA Jam Tournament Edition on the horizon, Acclaim has taken the NBA arcade license away from Williams/Bally/Midway and the NBA enjoyed their royalty check from the home version of NBA Jam so much, they gave Williams a golden handshake and signed on with Acclaim for them to handle both arcade and home conversion of any future NBA games.

In other top-secret news, that only we here at EGM and EGMf are hooked up to get: It seems that the 3DO is set to release plans for their \$199 3DO unit. It will be much like the Turbo Duo—a top-loading system. It looks quite plastic, but it does have the same basic hardware as its big brother, the Panasonic FZ. The smaller, top-loading plastic cousin will be called the FZ-10 and should give 3DO a running start over the Sony PlayStation and the Sega Saturn, when they come out later this year.

In Earthworm Jim news, it looks as though David Perry and the folks at Shiny have taken their Earthworm Jim show over to Interplay. Although they still will be dealing with Playmates, Interplay has a better distribution system for games and that's why the Sega CD version of EWJ is being handled by the Boogerman boys. The Sega CD version of Earthworm has some new levels, end Bosses and power-ups. The game even has some new weapons including a rocket launcher that makes it easier to blow away the burping bad guys.

Until we taste the fruits from the grapevine once again, I remain the bearer of the greatest gossip on the planet and the honorable black belt of gaming ...



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coming soon
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CD-I



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1994

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CHEAT SHEET

Sparkster Konami of Japan/ Super Famicom Crazy Hard Level

This code will let you play the Crazy Hard Level. To do so, access the Setup Screen from the Main Menu. Highlight the Option Level, and with controller one on the D-pad, press Left, Left, Right, Right, Down, Up, Down, Up, A, X. If done correctly you will be able to play the Crazy Hard Level. (Good luck, it's very difficult).

Art of Fighting 2 Saurus of Japan/ Super Famicom Play as Geese

You can now play as Geese Howard. While the Saurus Logo is showing on controller one, on the D-pad press Right-Down, Down, Left-Down, Left, Right-Down, Y+Right top button simultaneously.

Samurai Shodown Takara/Game Gear Play as Amakusa

You can now play as Amakusa. To do so, wait for the Takara Logo. At the logo press right on the D-pad three times. Start a one-player game and you will notice that you can play as Amakusa. He will also become available when you have finished the game.

Hagane

Super NES Hudson Soft

Unlimited continues

From the Main Menu, access the Configuration Screen. Play songs 9, 8, 7 and 6 in that order. If done correctly, you will have unlimited continues.



This code will allow you to get unlimited continues in the game Hagane. To do so, you must access the Configura-



tion Screen from the Main Menu. Move your cursor down to MUSIC and play songs 9, 8, 7 and 6 in that order. If done



Now start your game with unlimited continues!

correctly, you can start the game with unlimited continues.

Donkey Kong Country

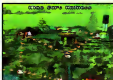
Super NES Nintendo

Donkey and Diddy Flying Trick

In the Mine Cart Madness Stage, break the checkpoint barrel then the deliberately. Start at the checkpoint and immediately press B and Y rapidly; this will allow you to fly!



This trick will allow Diddy and/or Donkey Kong to fly around in Mine Cart Madness. To do so, you must reach the checkpoint barrel and break it. Immediately after, kill yourself. Once you restart at the checkpoint barrel, you must press buttons B



This trick will only work in the level Mine Cart Madness.

and Y simultaneously and repeatedly (as if you're flapping your arms). It may take a few tries to get it to work. Although you can't complete the level this way, it's still fun to watch Donkey and Diddy fly around the screen.



Break the checkpoint barrel and then die deliberately.



Immediately press B and Y simultaneously after continuing.

Doom

Jaguar Atari

Secret Level Warp

At any point in the game, press the PAUSE button. Press buttons 4, B and PAUSE to warp to the hidden level.



This trick is for the popular game Doom for the Atari Jaguar. It allows you to warp to the hidden level from any point throughout the game. To do this trick, press the pause button at any point in the game. Next, press button 4, the B button and the



At any point in the game, press the PAUSE button.



Press buttons 4, B and PAUSE to warp to the hidden level.

PAUSE button simultaneously. If done correctly, the screen will say "loading" and you will be transported into the hidden level (the Military Base).



You are now in the hidden level, the Military Base!

Dan Meenan; Brentwood, MO

WAR IS HELL

unless you're in a 40-ft. robot
with a rocket launcher
(then it's kinda cool)



If you don't
like the city
you're in,
use your
rocket
launcher to
level it.



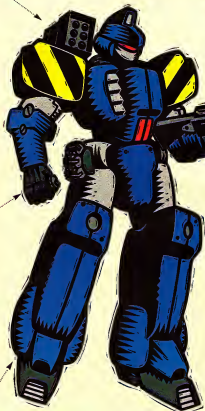
Piddle the
Gunslinger
helicopters
with a
couple
hundred
rounds from
your 75mm
assault rifle.



The best
thing about
the 3D
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and texture-
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is watching
a grenade
slow them
up.



It's as
easy as
reach on
pistol. If
you don't
look out,
he'll recycle
a few of
your
body parts.



No wonder people
hate war. You spend
days stuck in a trench with nothing
more than a wimpy
rifle and a bad
haircut. Luckily,
when you play Iron Soldier on
the 64-bit Atari Jaguar, you're
not the average grunt.
You're the most awesome
combat machine ever
assembled. Your mission: help the
resistance annihilate the evil Iron
Fist Enterprises and their army of
mechanical soldiers. Your
battlefield: 16 different
cityscapes. Your arsenal: a
stolen 40-ft. robot with enough
artillery to wipe out New York City.
Use a chainsaw to slice through
bridges, a rocket launcher to blow
away tanks, and a cruise missile to
level entire city blocks. Forget about
giving peace a chance. Climb into an
Iron Soldier and let the property
damage begin.



The
scenery
may
change,
but your
objectives
won't.
Destroy the
army.

When you
weigh 40
tons, one
foot stamp
can turn a
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CHEAT SHEET

Samurai Shodown Takara/Game Boy Access Hidden Characters and Moves

To get to the three hidden characters in Samurai Shodown, you must press the Select button three times while Hachmaru is shown in the opening cinema. A sound will alert you if it was done correctly. Start a one-player game and you will have three more characters to choose from (Amakusa, Hikyaku, Kuroko).

Moves AMAKUSA

Teleport: ↵ → +Slash
Dark Thunder: Hold slash+kick (4 seconds) and release
Taunt: slash+kick simultaneously

HIKYAKU

Devil Hate Sword: ← ↗ ↘
+slash
Hammer Charge: ← →
+kick
Bomb Throw: ↵ → ↗ ↘ +
slash

KUROKO

Throw: → +kick
Flag Throw: ← ↵ ↗ ↘
+slash
Teleport: ← → ↗ ↘ ↵
+slash, kick or slash+kick

Double Dragon V Williams/Super Nintendo Disable Throws and Dizzies

(continued on page 50)

Bassin's Black Bass

Super NES

Hot-B

Debug Mode

In controller one, hold down buttons X and Y and at the same time, on controller two, hold buttons X and Y and, finally, reset. If done correctly, you will see Debug Mode on the screen.



To access the Debug Mode, hold X and Y on controller one and hold A and B on controller two then reset the game (all done at the Title Screen). If done correctly, you'll see "Debug Mode" on the screen. Now you will be able to control the time (somewhat) and catch a fish with a push of a button. To make the time "fly by" press the X button on controller two. Be careful: If you hold



Hold down the correct buttons at this screen and hit RESET.



When having problems catching fish, press button Y...

down the button too long, the game will freeze up. To catch a fish on command



If done correctly, you will see "Debug Mode" on the screen.



...and Voila! An award-winning fish that puts you in first place!

press either the B or Y button on controller two at the Casting Screen.

WWF Raw

Genesis

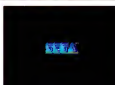
Accolite

Devestating Punch

At the Sega Logo hold down buttons A, B, C and START and move the D-pad clockwise until you hear a boom and the screen turns red.



This code allows you to take away the enemies' energy with two punches. Press and hold buttons A, B, C and



Hold buttons A, B, C and START and spin the D-pad clockwise.

START and rotate the D-pad clockwise on controller one at the Sega Logo Screen. Continue to do this until the



If done correctly, a boom sounds and the screen turns red!

Sega Logo disappears and if done correctly, you will see the screen turn red. Asim Farooki, Port Washington, NJ

Pitfall: The Mayan Adventure

Super NES

Activision

Infinite Continues

As soon as the Continue Screen appears, rapidly press the START button.

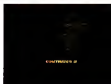


This trick can get you infinite continues. Wait until you get to the Continue Screen. Once the screen appears,



Rapidly press the START button on the first controller.

rapidly press the START button on controller one. If done correctly, you will receive nine continues. You can do this repeat-



If done correctly, you will receive nine continues!

edly, so technically, you can get infinite continues!

Brian Gadsden
North Charleston, SC

Brandish

While Some Fantasy Games Just Scratch the Surface, Brandish Unlocks the Underworld!

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Headless warriors are out to ruin your day



Numbto conditions & rolling boulders are a deadly combo



Some underworld characters give helpful advice for a price



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CHEAT SHEET

[Continued from 45]

These codes will allow you to turn off dizzies and disable throws.

Disable throws: Wait until the Main Menu appears and press the Right top button, Right, Left top button, Left top button, Left, Left, Right top button, Right top button. **Disable dizzies:** Wait until the Main Menu appears and on controller one press Down, Down, Left, Up, Up, Right top button, Right top button, Left top button.

Contra Hard Ceros

Genesis	Konami
---------	--------

Level Select and 70 Lives

70 Lives: At the Title Screen on controller 2, press
L, R, C, R, L, R, C, R, L, R, C, R, A
Lead Select: At the Title Screen on controller 2,
press L, R, R, C, L, R, R, C, L, R, R, C



These codes will definitely help you if you're having trouble. They both must be entered using controller two: **70 lives:** At the Title Screen press L, R, C, B, A, L, R, C, B, A, L, R, C, B, A. If done correctly, you will hear a scream.

Stage Select Menu: At the Title Screen, press L, R, A, B, C, L, R, A, B, C, L, R, A, B.



The 70 lives code must be entered at the Title Screen.



The Level Select code must be entered at the Title Screen.

C. After the Player Select Screen you will access the



If done correctly, you will see 69 lives next to your character.



If done correctly, you will access the Level Select Screen

Level Select

Contra: The Alien Wars
Konami/Game Boy
Level Ship

This code will allow you to warp to the next level if you are having a hard time. To do this trick, go to the Password Screen and enter the code H2F2. Now begin the game as you normally would. If you get stuck at any point, press the START button and release it. You will safely warp to the next stage.

**Guardian War
MicroCabin/300
Guest Menu**

This code will allow you to access a Hidden Cheat Menu. To access this Hidden Cheat Menu, you must start a new game or continue a saved game. When the Menu Screen appears (map with flapping flags) on controller one, press Left top button, Right top button...

(continued on page 52)

Burn Cycle

CO-1	Phillips
------	----------

Various Cheats

Enter the various codes by clicking on the virus icon in the inventory. This will bring up a Save Game Screen. Select SAVE and then enter the corresponding code.



Here are some great cheats for the interactive game *Burn Cycle* on Philips' CD-I. To enter the codes, you must either start a new game or access an old one. Go to the inventory and click on the Virus Icon. This will bring up the Save Game Screen. Click on the Save Option. You will then enter one of the following codes to access the various areas:

CH_HART_END: This will take you to the end of the Hart Maze at the beginning of the game, just before Kris gets killed.

KH_KARM: Takes you to the front of the booth in the Karmic Church.

CH_HTEL_EXT: Takes you to the hotel exterior.

CH_HTEL_INT: Goes to the



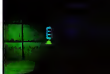
Move to your inventory
and click on the Virus icon.



From the Option Menu, you must select **SAVE**.



Enter the corresponding codes to warp through the game.



Enter CH_HTEL_INT to go inside your hotel room.



Enter CH_LOCK to go to the
lockbreaker on Doc's door.

nav point in Cutter's hotel room.
CH_LOKB: Takes you to



Enter JOHN_WHO to view all
the movies in the game!

Doc's door.
JOHN_WHO: Plays all
movies.

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CHEAT SHEET



Continued from 501

...and C button simultaneously. If done correctly, the flags will stop waving. Now on the D-pad press Up, Down, Left, Right. If done correctly a Japanese text box will appear. The following is what each of the 14 options do:

Load game: Loads a saved game or starts a new one

Equip: Examines and equips characters

Shop: Enter a shop where you can buy and sell EVERY item, piece of equipment and armor

Gems+10000: Increases your gem total by 10,000. Can be used repeatedly to give yourself loads of money.

No battles: Prevents enemies from attacking you, but you can't attack them either.

Coordinates: Shows X and Y coordinates of your location on the map

Free movement: You can walk to almost anywhere on the map without clearing previous locations.

All attacks: When in battle you can choose from a massive list of weapons and magic.

God Mode: You are invincible.

Map detail: Loads of detail when examining a location

???: Unknown

Basic+1: Increases basic level of Golem by 1.

Class+1: Increases class level of Golem by 1.

Super Bomberman 2

Super NES Hot-B

Power-Up

Access the Password Screen from the Title Screen and enter 1111 as the password for extra "bomb power."



With this trick you will be able to start the game from the beginning with a special boost, six bombs and power six flames! You will also have a detonator, but will lose it the first time you are hit. Here is what you have to do: From the Title Screen go



From the Title Screen go to the Password Screen.

to the Password Screen. Enter the password 1111 and press START. This will start you off at the beginning but will give you all those helpful bonuses described before. Use this code for an easier start to this great game.



Enter 1111 as your password. This will put you at the start.



...but you will have six bombs and power six flames!

Zero the Kamikaze Squirrel

Super NES Hot-B

Game Cheats

While the game is paused, enter the combinations for each trick and a vertical line will appear. Reselect the Level Select by pushing START and using the D-pad, hold SELECT and press START.



These codes will work great to give a little or a lot of help to those players interested in Zero. First pause the game while playing and use some of these codes to get added help. Use the D-pad to choose the level and hold SELECT and



While playing, pause the game and enter the combinations.

push START to continue playing on that level.

Level Select: RUBYA
Infinite hit points: BUBBA
Infinite Lives: BABBY
Infinite Shurikens: DAB
To activate all cheats simply enter: RUBADUBDUB



One of the combinations will give you more shurikens.



Another combination will provide access to a Level Select

X-Men: Mutant Apocalypse

Super NES Capcom

Level Codes

Enter these codes from the password screen to start on some of the later levels.



Enter the codes in the Password Screen to travel to each level.
Level 2: Gambit, Xavier, Wolverine, Wolverine, Wolverine, Beast, Cyclops, Beast.
Level 3: Beast, Psylocke,



At the Title Screen, enter the Password Screen.

Psylocke, Cyclops, Magneto, Gambit, Magneto, Gambit. Level 4: Xavier, Magneto, Gambit, Gambit, Magneto, Magneto, Magneto. Level 5: Gambit, Xavier, Wolverine, Wolverine, Wolverine, Beast, Cyclops,



Enter each password to go to different levels.

Beast. Level 6: Gambit, Xavier, Gambit, Wolverine, Wolverine, Magneto, Xavier, Apocalypse. Level 7: Beast, Psylocke, Cyclops, Cyclops, Magneto, Cyclops, Psylocke, Wolverine, Paul Bagnarol; Flushing, NY

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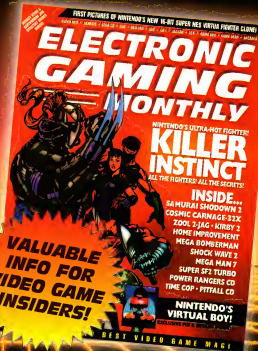
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NEXT WAVE

13 GAMES PREVIEWED

Po'ed, Pyramid Intruder, Green Lantern, Mutant Chronicles, Penn & Teller's Smoke and Mirrors, Myst, Earthworm Jim GB, Thunder in Paradise Interactive, Wing Commander 3, Secret of Evermore, Dyno Blaze, SWAT KATZ, Theme Park

LAST MINUTE UPDATE

Well, I've finally made it back from the Winter CES, and in a way, it was a sad farewell to the 16-Bit market. It seems high-end platforms are the wave of the future. The Sony PlayStation and the Sega Saturn were the talk of the show. While they won't make their official debut until the E3 show in California, the licensees were all boasting about their secret projects.

That isn't to say that there weren't any 16-Bit games: Starfox 2 was impressive. That and Sega's Comix Zone were the top two games (in my opinion) of the entire place.

Sony Imagesoft has snatched the rights to do a game based on Todd McFarlane's Spawn character. The game will be going to both the Super NES and the Genesis.

Rumors mingled with fact at the Winter CES, and we were able to confirm that Accolade will be making Star Control 3 for the PlayStation. (Say your oohs and ahhs now please.) Also, Konami is thinking about releasing

PoliceNauts on the 3DO in the American market. Let's hope they remember us cyberpunk fans.

For the Ultra 64, Acclaim is working on Turok: Dinosaur Hunter. (See picture.) Looks good.

This is the cybered-one signing off. Ta-ta!

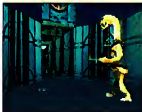


PO'ED ACTION ANY CHANNEL

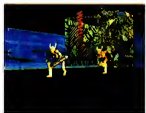
You were part of an elite fighting force sent to check out a space colony that had come under attack. Within seconds, your ship was wrecked and all of your comrades slain. Somehow you must find a way to avoid the many aliens that have taken over the complex. However, you're only the cook—believe it or not.

PO'ed has you roaming a giant space colony in search of weapons and tools that you can use to fix your ship and kill whatever gets in your way. Easier said than done.

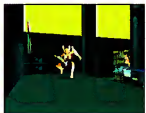
PO'ed looks really good, and it has a plot behind all of the mayhem. If you are into Doom-type games and love a good bout of carnage, PO'ed is sure to send you into a frenzy. This is one all players should try out.



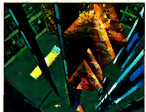
All sorts of evil beings roam the place. Can you defeat them all?



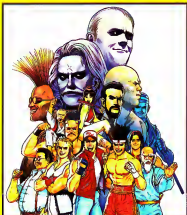
Hostile aliens stalk you relentlessly throughout the space colony.



You'd better find some weapons, or you'll end up dead really fast.



Can you find a way to salvage your ship and flee with your life?



Sure we offer a variety
of more things BUT, it
doesn't matter cuz you're
still gonna get your
BUTT KICKED!

FATAL FURY SPECIAL



SEGA CD

SNK



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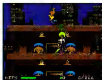
NEXT WAVE

GREEN LANTERN

ACTION **OCEAN**

Ocean is working on a game based on the Green Lantern and his super-powered ring. The ring lets him battle the forces of evil by allowing him to create objects with it. Use your abilities to stop the crime wave that's spreading throughout the city.

Green Lantern's use of the ring adds some new twists to the side-scrolling action theme. Cool.



Your battles will get intense when you are swarmed.



Use your ring to destroy the punks in your way.



Use your powers to create tools.



Green Lantern has all the fun and thrills of the comic.

SHOOTER PYRAMID INTRUDER

TAITO

Enter the unexplored depths of one of the ancient pyramids. The forces of evil lie within, and it'll take all your shooting skills to blast your way through.

Like the LaserActive version, Pyramid Intruder uses computer graphics and full-motion video to transport

you into the game. An intense shooter for those who can handle it.



Fly toward the pyramids while shooting away.



Inside, you'll have to explore the tombs.



Dodge lasers and other things that damage you.



Pyramid Intruder is as intense as full-motion video gets. Can you guide your ships to the final encounter?



EARTHWORM JIM

ACTION **PLAYMATES**

Earthworm Jim is on his way to the Game Boy, and boy, will you be surprised how well this one turned out. In terms of translation, this one is near perfect. Right down to the cow launching you'll find all of your favorite secrets strewn throughout.

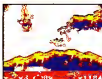
In case you didn't know, Earthworm Jim used to be an ordinary worm until a high-tech suit fell on him. Now the evil Queen Slug-For-A-Butt wants it.



Use your head to hang from the chains.



Look for hidden secrets all over the many levels.



Fifi, Chuck's junkyard dog loves chewing on worms.



Earthworm Jim on the GB is just like the Super NES!

Earthworm Jim must avoid her at all costs.

This could possibly be one of the best portable games ever. EWJ will blow you away!

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Go back to the end of the 18th century when fighting was for dignity and honor. When style and form was of importance. Of course you don't have to play like that though. Cutting an opponent in half is half the fun. Through the intense graphics and sounds of Sega CD, you'll really think you're back in Feudal Japan!



SEGA CD

SNK



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PENN & TELLER'S SMOKE & MIRRORS ABSOLUTE

All the wit and humor of the magicians Penn & Teller come alive in this Sega CD title.

Made up of four games, and lots of FMV, this CD will leave you laughing with its comedy. I'm not just talking about their acts; the games are wacky, too.

Desert Bus, for example, is a real-time, eight-hour bus ride where the scenery never changes. Do you have the endurance?



Teller gets the players ready for an eight-hour bus ride.

Certainly one of the most peculiar Sega CD games ever made.



Penn & Teller make fun of fighting games and blood.



Mo-Fo, the psychic gorilla, can really read your mind.



Lots of full-motion video for fans of P&T.

SATURN
ADVEN

MYST

SEGA

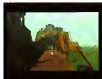
unravel the secrets. Myst will keep you involved for days upon days.

Myst was one of the coolest adventure games to hit the computer scene, and it is now on its way to the Saturn. Sega will be bringing this one out in the States.

Journey to a mystical island where each place is a doorway to new worlds. Collect pages of a book to



Myst was originally on the computer format.



Wander about the strange, empty island.



What does this chair do, and why? Hmmmm...



A toy boat lies within the pool of water.



How do you get the rocket ship to fly?

MUTANT CHRONICLES ACTION PLAYMATES

In the far future, mankind has colonized the planets that span the universe. As we colonized the many solar systems, we inadvertently awakened the Dark Legion, a race of terrifying aliens.

You are a Doomtrooper, the last hope of mankind. You must gather your courage and ammunition to fight the hordes of aliens that threaten to destroy you.

There are six levels that span the galaxy, taking place on different planets. Each one has its own hidden dangers.

Mutant Chronicles is a 16-Meg action title that is reminiscent of the Contra series. Here, too, you can play a two-player simulta-



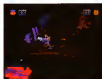
You want blood? This game has plenty of it!



Fight fearsome beasts with fantastic weapons.



Mutant Chronicles is an intense action cart.



Get ready to rock 'n' roll with some major firepower.

necus game.

This game even has blood in it. Just watch the red stuff flow as you send round after round into the inhuman enemies.

STRAP ON YOUR BUNNY EARS AND SAVE THE WORLD.

Go ahead and laugh, funny boy.

But get it all out now because we're talking "shooter" here. A blistering, mommy-help-me-I'm-scared, Sega CD shooter.

And when you've got the U.S. Navy, the Russian Army, the Seven Gods of Good Fortune and an entire raccoon militia in your face, you'll be glad you're wearing a sexy tutu with fire-engine-red pumps...

They'll help to distract Dr. Pon's bloodthirsty minions while you blast his furry buttocks into the stratosphere.



You've got a green dragon and an awesome collection of firepower to help you compile your body count.



A true CD shooter filled with all the thumb-burning, eyeball-frying adventure you deserve.



Classic Japanese animation brings to life the most unique band of bosses to invade the Sega CD.



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NEXT WAVE

THUNDER IN PARADISE INTERACTIVE

ACTION

PHILLIPS

The CD-i is still going strong, and their latest title, *Thunder in Paradise Interactive* is impressive. Special footage of the show was taken just for this game, so you won't see any rehearsed FMV here.

There are a number of different types of games built in here. You can pilot the Thunder boat or hunt down bad guys in first-person action.



You might even recognize a star or two in here.

The graphics are really good, and show just what the CD-i can do.



Choose the mission that you would like to play.



Shoot down any rockets and planes in your path.



Thunder in Paradise Interactive is like the show.

WING COMMANDER III

ACTION

ORIGIN

The *Wing Commander* series has been one of the most popular games for the computer and a lot of translations have found their way onto the console systems. Now, the epic story of *Wing Commander* comes to a close with this most exciting finale.

Take the battle to the Kilitrath homeworld and end the war that has killed more than its fair share of people. Climb into the cockpit once more and engage the enemy ships in the vacuum of space.

Wing Commander III is a cinematic experience that goes beyond the call of

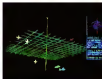
duty. Lots of cinematics and great action make this one a must-see.



Travel around your base to learn about your situation.



Here is the Battle Scene Screen. Use it wisely.



The Kilitrath homeworld is around here somewhere.



The cinematics use real actors, like Mark Hamill.

SECRET OF EVERMORE SQUARE

RPG

Here's a surprise ... *Square of America* has been working on their own RPG called *Secret of Evermore*. It uses rendered enemies and the music that *Square* is so well known for.

A young boy and his dog stumble upon a device that chucks them into the world of *Evermore*. It's a place where prehistoric jungles, medieval kingdoms and futuristic civilizations meet. It's a tale of high adventure



Hack at the rendered monsters in the overworld.



Keep your distance or you'll be attacked from all sides.



Secret of Evermore is an intriguing, new adventure.



Giant, rendered Bosses are found throughout the game.

that is sure to keep RPG players glued to their screens for yet another year. More news on this one as it hits. I can hardly wait for *Evermore*.



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THE
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If you're going to wear the Hat, you've got to be sharp with your wits. Quick with your whip. And crazy enough to travel to the most dangerous points on the globe in search of lost treasures. Just like Indy did on the big screen.

Only this isn't a movie. And if you're not Indy enough, you'll get crushed—hat and all!



It wouldn't be Indy without Mode 7 graphics... When, Dr. Jones, look out for those *Wasserschneitblitz*!



You'll need your Indy ingenuity to survive the likes of Hove Hove, Colonel Vogel and all those boggy traps.



Raiders Of The Lost Ark, The Temple of Doom, The Last Crusade... Three adventures. All yours!



JVC
VIDEO SYSTEMS

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GAME BOY
ENTERTAINMENT SYSTEM

DYNOBLAZE

ACTION **VIRGIN**

Dynoblaze is a brand-new 3DO title that combines sports with a bit of brutality. This CD has you choosing from a variety of dinosaurs to participate in madcap sporting events. For example: Instead of playing a game of hockey, the object in one scene is to maul the opposing players. Sounds fun, doesn't it?

Dynoblaze features some of the most dazzling graphics on the 3DO. It



The object here is simply to beat up the opposing team.

even has scaling effects like the arcade NBA Jam. It's worth checking out.



Choose from a cast of deranged dinosaurs.



Weave in and out of traffic while trying to race ahead.



Dynoblaze has scaling effects like NBA Jam!

SWAT KATZ

ACTION **HUBSON**

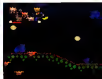
Hudson is working on an action title based on the Saturday morning cartoon of the same name.

It's about a group of high-flying felines who must keep the world from falling under the control of evil forces. Composed of numerous playing styles, Swat KATZ keeps coming

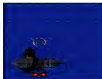
up with something new. It's a hair-raising adventure!



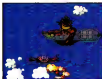
Swat KATZ is an action-packed adventure.



Pick up icons strewn throughout the many levels.



Watch out for ghosts and other strange things.



Bomb the tentacles that have grabbed onto the ships in this fast-paced, flying adventure. It's just like the cartoon.

THEME PARK

EDU. **OCEAN**

One of the neatest computer games is on it's way to the Super NES, compliments of Ocean. In Theme Park, you are given the opportunity to design your own amusement park. Build new and exciting rides, shops, fast food counters and of course, bathrooms.

Try to keep the tourists happy, or they'll find some other place to spend their money. There's lots of strategy and neat



Pick your location carefully for the best results.



Starting out is the hardest part. Too much to do!



Pick a ride, any ride. Which will your guests like?



Try to make your theme park the best one around.

activities to try out. Theme Park should please anyone who likes building things up and taking them down. It can be hours of fun!

FACE YOUR DESTINY.



THE FIRST TIME, YOU WON.

THE SECOND TIME, THEY WON.

THIS TIME...THERE WON'T BE A NEXT TIME.

What you are about to experience will either destroy you—or make you a hero. Vader. Jabba. The rancor. The Death Star. The Emperor (yes, the Emperor!). Mode 7 graphics...

Your worst nightmare brought to life in a massive 16-meg galaxy far, far away.

But don't panic, young Jedi. You get to play five different Star Wars® characters, including Wicket the Ewok and Princess Leia. Plus, you've got the Force on your side.

Training is over. Prepare to face your destiny!



3900 Beckman Blvd.,
Suite 300
Los Angeles, CA 90008



SUPER
STAR WARS
RETURN OF THE JEDI



LICENSED BY

Nintendo

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MILK OF THE

Dayton
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will hook you up with new opponents or old buddies to play your favorite games! Better yet, team up with a friend and take on lots of other players.

Put your bud's name in your **Player List** and waste them over the network without ever having to see them (or feed them).



You're still in control. When you set up your XBAND Network account, you specify local or long distance calling restrictions, network spending limits and hours of access.



Between games, **keep in touch** with other players using X-Mail, the on-line message system. This is how you'll set up game times, reshoot the last bottle and share secret moves and gaming tips. Then check out the two newspapers for upcoming tournaments, the **Top Ten Player** lists and the latest in coming and entertainment news.

With Yourself.



Are you looking for a **bigger challenge**?
Want to meet other gamers? Already pummeled the wimp across the street a thousand times?

For only \$7.95 a month, you get 32 free connect credits to the XBAND Network. You only use one credit every time you connect. Once you are connected to an opponent, you can play the same game against 'em for as long as you want - for one credit.

Join the XBAND Network and try to destroy some of the best players at the hottest games on the XBAND Network now: NBA® Jam™, Mortal Kombat® and Mortal Kombat® II, NHL® '95 and Madden NFL® '95. Super Street Fighter II™, NBA® Live '95 and NFL® '95 are coming soon! Other games are added to the XBAND Network all the time!

Now you're playing for real.

XBAND Video Game Modem and Network
available now for your Sega Genesis!
SUPER NES coming soon!

**Call
800-X4-XBAND
and get hooked.**

codemaster: Alpha 3

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distributed by

This official seal is your assurance that this product conforms to the highest standards of quality. The games are produced and tested to the same standards as the games you play on your Sega Genesis.



INTERNATIONAL NEWS

By Nob

Yo gamers, Here are some numbers to chew on if you're thinking of the next generation.

As of December, close to 20 PlayStation games were released. Not bad for its first month, especially when you can count Ridge Racer, Gokujoh Parodius and Toshinden in that lot. Only three Saturn games were released in December, but its late November launch was supported by eight games including the superb Virtua Fighter. Both of these systems appear to have more than 100 titles on the way during '95. PC-FX, in contrast, was supported by only three games at launch and seems to be a non-factor with minimal unit sales over here. Ditto for the Jag. As for announced titles, they include interactive story books, edutainment and R-rated paraphernalia.



WORLDWIDE



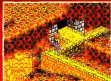
GUNDAM FOR PLAYSTATION!

The armored mech series that ignited a new movement in Japanimation is gearing up for a full-scale assault on the PlayStation. The original RX-78 Gundam has been revived for this 3-D polygon action game. Take on heavy-metal foes from the original series. Expect to see lots of old mechs return for battle!



Tons of heavy-metal mech action on the PlayStation!

LAND STALKER SEQUEL BY TAITO FOR SFC!



Here it is, the sequel to Mege Drive Land Stalker! Climax Entertainment, the company that made that innovative action RPG, has now created Lady Stalker. Like Land Stalker, this game is viewed

from a diagonal angle, giving the maps "real" 3-D depth. Not to worry, this one isn't anywhere near as tough as the MD game because no jumping is involved. Plus, the fight sequences are a lot easier. It mixes the text command style of Final Fantasy with the basic action of Secret of Mana.

The story is about Lady, a young princess who is exploring an ancient island.



With the same perspective as Land Stalker, Lady should be lots of fun.



LADY STALKER

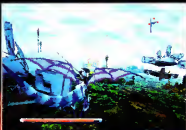
PANZER DRAGON IS SURFING THE SKIES!

This is a breathtaking 3-D shooter in which you must take to the skies as a knight astride a winged dragon to thwart the world domination plans of a militant empire. Almost everything in this game is composed of fully texture-mapped, 3-D polygons, so you get a real sense of space, especially since you switch your viewpoint in one of four

ways to deal with airborne enemies and huge land-dwelling monsters out to feast on you. Although incomplete, the controls are very smooth and responsive. If you loved Space Harrier, then this will blow you away!



Above are some sketches of the main character you play as and the unusual dragon that you'll use to take to the skies.



it used to be that American gamers would not get to see a lot of the Nintendo brand games coming out in Japan. For instance, in the NES days, America missed out on many Famicom Disk adventure games. You also never got the 8-Bit Fire Emblem ('88). Neither its sequel nor the 16-Bit remake ('94) made it across the Pacific. The same goes for the out-standing



8-Bit Mother and the 16-Bit Mother 2 ('94). It's not surprising these titles were never translated because of the heavy text contents. But lately, the scales have been tipped in America's favor. In the last three months, the U.S. enjoyed launches of Super NES Super Punch-Out, Wario's Woods and Uniracers. These titles aren't scheduled for Japanese release!

MIA NINTENDO GAMES



Are you griping that we haven't seen Fire Emblem here yet?



On the other hand, many U.S. games haven't hit Japan!

EGM LAST MINUTE UPDATE

TOSHINDEN TRICKS PLAY AS BOSSES GAIA AND SHO!

In this incredible fighting game by Takara for the PlayStation, there are codes to play as the ultra powerful boss Gaia and the hidden boss Sho! Adding two new characters to the already existing eight in the roster!

TO PLAY AS GAIA

At the title screen, when the option menu is forming on the screen - press down, diagonally down-right, right and then weak slash (fireball motion with weak slash). You should hear the shout "Fight!" and the options title will turn red. Then, go into 1 player mode, move the cursor to Eiji, press and hold up - then choose the character!



TO PLAY AS SHO

Once you enter in the Gaia code, select Gaia as your character. Loosely deliberately, let the continue countdown run out. At the title screen, When the mode titles start appearing, grab controller 2 and key in right, down, down-right and hit weak slash (SF2 Dragon Punch). Listen for "Fight!". Then, at the character select screen, move to Kayin, press down and select him. Happy fights!



Clockwork Knight

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	7+
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input checked="" type="checkbox"/>
# of Costumes.....	<input checked="" type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input checked="" type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>

Notes: The top triggers of the controller toggle the health bar.

Wake Up ... It's the Clockwork Knight!

I'm sorry, it's just that the cheesy, opening theme song from this game keeps ringing in my head! Welcome to the world of Clockwork Knight, and more specifically, one of the first games developed specifically for the Sega Saturn. To make a long story short, this is a two-button action game with an eight-button controller. You be the judge. Being that it is one of the first generation games available, you could consider this a show-off piece. There are several effects that utilize the Saturn's polygon capabilities to produce some vivid graphic effects, like houses slamming down from the background into the foreground, and even the superb second Boss—a transformer that is made up of several texture-mapped polygons and is incredibly well animated. Overall, the graphic appeal is there, and shows what the Saturn can do.

- Mike Vallas

Cool SS Polygon Effects!



Many cool polygon effects can be found here. There are houses that will crash from the background onto the foreground. At the end of Level 2, a cool, animated, transforming robot will attack!



Clockwork Knight, one of the first Saturn games to hit the market, contains some of the most bizarre and cool effects to date. You star as a low knight who is out to free the captive princess once again. However, this adventure is in a full, side-scrolling game that features in-the-fly polygon obstacles and background materials that scroll in much the same way as the floor in SF2 does. Smoothly integrated levels with bizarre twists, like rapidly falling sinks and toy trains, will come one way, accompanied by a kooky soundtrack that might give you a headache.

CLOCKWORK KNIGHT

Pepperouchau's

Adventure Volume 1

L1-Betsy's Room

The first stage has you testing your skills out on the various obstacles. Big blocks will stand in your way, and giant doll



Houses and other items will fall over from the back to try to smash you in your merry little path!



The Boss is actually quite a dope; just don't get smashed by his huge hat!



L2-Kevin's Room

This boy's room has many toys needing batteries them. Once that is done, have them move objects to help you escape.



The second part is set on a vast toy railroad set complete with low bridges!



Shown above, this transformer can drop enemies off, or use a wing as a weapon!



all kinds of evil toys lurk as well as spike droppis. More robots similar to the second level Boss will appear for more of a visual presentation of what the Saturn can do!

Other mischievous levels await in Clockwork Knight!

There are plenty of levels in this game, so be prepared for the worst! There will be sequences where you will need to head through a kitchen and over a slippery countertop. There will also be a trip to the haunted attic where



LIVE POWER PUN BASEBALL

THEME	SPORTS
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1 or 2
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....☒
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☐
- Sound/EGM Test.....☒
- Password.....☐
- Battery Back-Up.....☐

Notes: You have the choice of different fields to play at.

GRAND SLAM!

PlayStation's first sports game is a big-time winner. Despite the goofball looks, this is arguably the best baseball game for any system. What sets it apart from the competition is an entirely unique pitching and batting system. For example, the pitches can be placed with great precision as desired. Batters, too, can adjust their hitting from windmill swings to devious bunts and everything in between. There are other perks, including a neat substitution system, a Watch Mode and even automatic fielding and base running. Konami would be doing everyone a major disfavor if they didn't translate this to the major leagues!

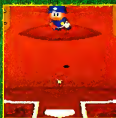
- Nob Ogasawara



实况 パワフル野球



Right off the bat, you will have the choice to play as one of 14 teams.



When you bring in a new pitcher, you can throw a few practice balls. This gives you an idea of the new pitcher's abilities. Change where you want to throw as you release the ball.

Batter up! Use the cursor to line up with the pitcher's cross-hair for the best hit. It's not as easy as it sounds. The pitcher will change his placement as he winds up, so keep an eye on that ball!



Just like any real pitcher, yours will run out of steam. At this point, you can look at your roster and select a substitute. If you keep pitching while you're dizzy, you will give up a lot of hits.



PLAY BALL!!

Baseball is an action-packed game that Power Pro Baseball duplicates well. Learn the best techniques for catching fly balls and holding batters to minimum bases. Jump and dive to make incredible, run-saving catches. If you are a fan of baseball, you will probably enjoy this rendition of the game.

HOME RUN





FACT FILE

BELZERIN
BY HUMANS OF JAPAN

THEME	ACT/ADV
MEDIA/TY	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....☐
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☐
- Sound/BGM Test.....☐
- Password.....☐
- Battery Back-Up.....☒

Notes: Well, that's actually just about the size of the options!

ROBOT RAGE!

Another fine addition to the 3DO library! This little beauty offers aspects of adventure and some of the action-packed features that can make piloting a gigantic robot all the more fun.

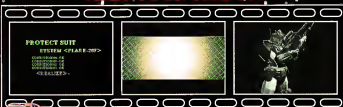
This game has some phenomenal graphics that will simply send your mind into another solar system! These graphics will get you into the feel of the game in such a way you will be on the edge of your seat through each play.

The battle system is also great as far as robot busting goes. Good moves and smooth animation are the key elements that make it very pleasing to the eye.

I definitely look forward to this game coming to the States and eagerly wish to play some more of it so I can try to beat it!

- Scott Augustyn

MAN YOUR ROBOT!



BELZERIN

There is an evil out there in the shadows waiting to strike. You are a professional and an expert in your field. What is your field? Anything that will get the job done. From piloting your advanced starcor to your gigantic, gun-toting, boxing mechanized robot. This may seem like quite a burden but someone has got to get the job done and it just happens to be you. So live with it. Don't let your guard down, because that is when the evil will strike!

SOME ACTORS OF THE STORY



Saeko is your girlfriend and confidant in this adventure.



The commander, your boss and main source of info.



Flare-207, a friend and trusted robot.

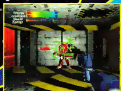
MECHA MOVES!



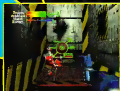
Use close-range punches to attack quick and dirty! Finish the combo with a fierce uppercut!



The left and right hooks deliver most of the damage against your close-up opponents.



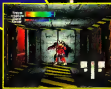
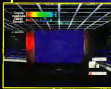
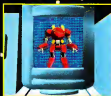
Ah, the gun. What a weapon. Deliver serious damage from a safe range with this beauty.



The flip will let you dodge dangerous shots. Try to keep attacking, though.

Day 1

Day 2

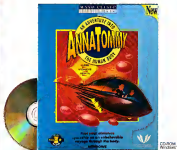


This is the beginning of it all. On this first day, you will be introduced to some of your more important and deadly characters. There is an evil spirit that has it out for you big time. You will learn some of the basic maneuvers you will need in combat to survive as you fight a worker robot that has been taken over by an evil spirit. Happy hunting and good luck!

After surviving the first day, you will move on to the next day where more dangers arise and you get more training. The first day may have been a cakewalk, but this day will test how much you have learned and push the envelope of your current skills. The evil spirit has decided to wreak some more havoc, so be on guard. This time your main enemy will be a killer spider robot.



ONE WRONG TURN AND YOU COULD BE LUNCH.



Introducing ANATOMY – an incredible CD-ROM learning adventure that teaches your kids all about the human body as they navigate through it. Part of the Mayo Clinic Learning Series. See your favorite software retailer or call (800) 432-1332, Dept. 359.

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Contains **none** of the U.S. Recommended Daily
Allowances of **vitamins** and **minerals**.

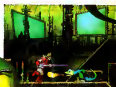


Whether the FDA approves or not, your eating habits are about to change. Meet **GEX™**, your tongue-snapping, smart-ass alter ego. With this **gecko's** gravity-defying grip and thrashing tail, you'll prowl a twisted world of TV-villains and B-movie scoundrels, hurling **wicked one-liners** and fireballs. It's one brain-frying, TV-land trip, where dining out means **crunchy dragonflies**, juicy



grasshoppers, tasty fleas and caterpillars. Not exactly the colonel's snack'n pak, but lip-smackin' good, just the same. Without these skanky nuggets o'bug **guts** to munch for power, you're roadkill, baby. Oh, you'll **bust** a few of Miss Manners' rules in

this 32-bit battle. But hey, only **wussies** worry about good taste, right?



Ultra Gould, hyperactive star of his own HBO® cable comedy special, lends tons of digitized voice and attitude to GEX.



3D gecko action, 450 frames of GEX animation, hand-rendered backgrounds and CD-quality sound bear witness to eye-popping proportions.



Each world inspired by either Kung Foo, Snake Rogers, Hot Indians dude, Boris Carloff, and Roger Rabbit. (Legal issues require us to be vague.)

Call 1-900-737-4767 85¢/min. 18 or older touch-tone phone only to hear Dana Gould's hilarious GEX routines. Yeah, it'll cost you a little, but you'll cough up a lung as he sends you reeling with side-splitting laughter like only a guy who CD'd on TV's TV can.

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CRYSTAL DYNAMICS



ARCADE ACTION

NAMCO'S LONG-AWAITED CYBER SLED SEQUEL HAS GAMERS ANTICIPATING U.S. RELEASE!

CYBER COMMANDO



Namco, the company that brought you arcade hits such as Tekken, Ridge Racer 2 and Starblade, has been busy working on its latest masterpiece, Cyber Commando. The game is currently ripping apart the arcades in Japan, and at the moment, we do not have a confirmed date on when it will show up in the arcades in the U.S. However, we were

able to get a hold of some nifty information on the plot of the game and also nab a couple of screen shots.

The game takes place on a space colony satellite that is controlled by a computer system with artificial intelligence. The problems arise when the security subsystems malfunction and take control of an entire fleet of Cyber Sled units. Besides the colony being in extreme danger, the satellite was

thrown out of orbit and is now on a self-destructing course headed straight for Earth. The only hope for survival is shutting down the main computer system. To do that, you must battle each Cyber Sled that is directly in your path.

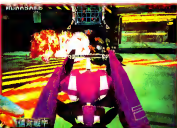
SELECT YOUR VEHICLE 10



NEW SLEDS!

There are six new units you can select, each equipped with its own special missiles and subweapon! They also have enhanced targeting systems, HUD display and onboard radar capabilities.

The original Cyber Sled was such a big hit in the arcades for one reason: not just the graphics or the digital sound effects, but how fun it was to play, especially when competing against another player! Cyber Commando looks to be as challenging as the first game and then some! Check back with us next month for a release date, and make sure to save a spot for me in line at the arcades.



Now sporting fully texture-mapped polygons and a whole new arsenal, CC is ready to rock!

AMA

AMERICAN AMUSEMENT
MACHINE ASSOCIATION



TOP HITS OF JAPAN

GAME MACHINE MAGAZINE™ - JAN. 1995

#	Game	Company
1.	Virtua Fighter 2 (Deluxe)	Sega
2.	Ace Driver (Deluxe)	Namco
3.	Sports Fishing	Sega
4.	Ridge Racer 2 (Twin)	Namco
5.	Virtua Cop	Sega
6.	Point Blank	Namco
7.	Daytona USA (Twin)	Sega
8.	Daytona USA (Deluxe)	Sega
9.	Wing War (Twin)	Sega
10.	Ridge Racer 2 (std./del.)	Namco

DIRECT FROM JAPAN

BLOCKBUSTER OPENS THE DOORS TO A NEW DIMENSION IN LOCAL ENTERTAINMENT!

Blockbuster Entertainment Group announced the opening of a brand-new, state-of-the-art, indoor entertainment complex called "Block Party."



The first prototype is up and running in Albuquerque, NM, and the second will have its grand opening in Indianapolis, IN. Each Block Party will

encompass 25,000 to 40,000 square feet and feature high-tech interactive recreational activities, plus innovative restaurant and retail facilities.

One of the most fascinating features is, instead of using money or tokens for the games and attractions, you will be able to purchase electronic debit cards called "Fun Cards."

This will eliminate the hassle of waiting in long lines to get change or buy special tokens. You just walk up to



the game of your choice, swipe your "Fun Card" and you're all set—Instant Fun! The virtual reality section of the store, Flippers, offers

game players the ultimate arcade experience with more than 160 titles of the hottest and latest games on the market!

If you're a fan of classics such as Asteroids and Centipede, you can use your "Fun Card" to play those, along with sports games such as hockey tables and basketball toss games. With two stores already up and plans for more, it's only a matter of time before the Block Party hits your city!



TOP TEN ARCADE GAMES

RePlay™ - JANUARY 1995

#	Game/Company	MTB Rating	DIST
1.	Killer Instinct (Midway)	1 9.28	43%
2.	Mega Touch II (Merit)	1 8.47	15%
3.	Revolution X (Midway)	7 8.05	37%
4.	Lethal Enforcers II (Konami)	9 8.03	29%
5.	Mortal Kombat II (Midway)	13 7.78	64%
6.	Primal Rage (Atari)	5 7.72	47%
7.	Virtua Fighter (Sega)	12 7.58	43%
8.	Lethal Enforcers (Konami)	27 7.47	71%
9.	Solitaire Challenge (Dynamo)	6 7.25	18%
10.	NBA JAM: Tour. Ed. (Midway)	9 7.12	70%

MTB refers to the number of months a game has spent on the charts. RePlay lettering indicates the top number game of the month. DIST refers to the percentage of the surveyed arcade and street location operators who have the game on location. RePlay™ is a registered trademark of RePlay Publishing, Inc.



Infomania—A newstand where you can check out sensational press headlines, goofy magazine covers and Block Party entertainment updates.

Power Grid-A multilevel maze with sloping slides and inflatable floors! Thrilling blasts of synthesized sound, hot rock music and dazzling lights amaze guests while they explore the covers.

Souper Bloopers—A quirky parody of a sports cafe, complete with oversized caricatures of infamous athletes, overhead TV monitors playing blooper clips and unique foodstuffs.

Go Motion Pictures—Go fast forward through adventure as Go Motion Pictures sways, rumbles and shakes, with six rotating features to give a state-of-the-art, motion-based simulator thrill.

Virtua Alley—Cross over into a virtual-reality experience of illusion and fantasy, exploring places that once existed only in dreams.

The Tube—its "change of pace" atmosphere offers a relaxing environment with a gigantic music video screen, and an option to schedule special events and private parties.

Flippers—An auxiliary of electronic games featuring the latest technology from competitive-linked experiences to pinball favorites.

Alarm 'N Stuff—The place for the hottest deals on the "Block" for novelty gifts and Block Party merchandise.

BLOCK PARTY FLOOR PLAN



- 1) ENTRY
- 2) STREET
- 3) INFOMANIA
- 4) FLIPPERS
- 5) VIRTUA ALLEY
- 6) RESTROOMS
- 7) GO MOTION PICT.
- 8) TUBE PARTY ROOM
- 9) SOUPER BLOOPERS
- 10) POWER GRID PLAY SPACE
- 11) ALARM 'N STUFF
- 12) SERVICE

ARCADE

FACT FILE

PRIMAL RAGE
vs. THE WIZARD

THEME	FIGHTING
VERSION	2.3
% COMPLETE	97%
AVAILABLE	APRIL
# BUTTONS	6
# PLAYERS	1 or 2
CHALLENGE	VERY HIGH

OPTIONS CHECKLIST

- ☐ Sound.....
- ☒ Solby Stereo.....
- ☒ Voice Channels.....
- ☒ Jamma Board.....
- ☐ System 32.....
- ☐ Cartridge.....
- ☐ Transition Pending.....

Notes: See update texts for new options

HOT NEW VERSION 2!

Be on the lookout for a flashy sign saying "Version 2" on your local Primal Rage machine. There is a new update going out for this already hot game that adds even more attacks, improves game balance, increases control quality and plugs in some nifty new killing moves.

For those who are already hooked on Primal, this should prove to be a welcome addition and an improvement of a favorite game. For the few who for some reason disliked the game, this upgrade may give you reason to take a second look.

The increase in control is really noticeable, and the calling of combos is an awesome feature as well.

For me, this just adds to an already ground-breaking game.

- Jason Streetz



A new update kit changes the Primal Rage program into an excellent, newer version. Keep an eye out for a colorful "Hot New Version 2!" attraction sign. Atari Games added more features to Primal Rage to maintain its high earnings and give players even more cool stuff to find. They have also added tweaks to the game engine that will result in better, smoother play and will allow a greater variety of moves and combinations.



ARMADON

Ever wonder what it's like to be impaled by scores of sharp rocks? Nope, me either. Armadon will be more than happy to explain it to you, though.



CHAOS

Ack! I don't even want to take any guesses as to what this guy had for dinner. In any case, once you're coated in his bile-goo, you're not going anywhere.



DIABLO

Send your opponents down in a blaze of death. No glory in this finishing move. Not even bones are left of the other character after this move is executed.





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You're not worthy? Maybe not, but you'll never know unless you try
SAMURAI SHODOWN II.

The long awaited sequel to SNK's chart buster SAMURAI SHODOWN offers what you've been waiting for. . .

CONTROLability. . . Totally awesome! **VERSAT**ility. . . Available in many different formats. **AFFORD**ability. . . It's a
NEO • GEO isn't it? **POW**ability. . . More awesome "POWER" moves than before. **YO DUDE**ability. . . Everyone will be
talking about it! Enough said! Prove your worthiness. . . **FIND IT. . . PLAY IT. . . ACCEPT NO IMITATIONS. . .**

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OF AMERICA

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CHANGES INCLUDED IN THIS UPDATE

Major changes for this update include:

- All characters will have one new finishing move.
- Animation changes have been made to several existing finishing moves to add to the carnage.
- All attacks and reactions will play more smoothly due to "center-of-mass" updating. This will provide smoother motions and better play.
- The special moves can now be done using joystick and button combinations in any order. This means players will be able to use familiar control algorithms in addition to the classic Primal Rage style. This provides better control.
- Certain combinations will reward the player with a name! For example, Armadon's Divebomber Combo requires a combination containing a Jumping High Power and the Hornication Uppercut. This has never been done before.

- Greater health bonus for eating followers.
- Character move damages have been tweaked to further balance the game.
- Characters who were thought to be weaker than others have been strengthened.

- Players can select from four different color palettes for each of the characters. During select, press one of the four buttons to choose a different palette.

- New moves added are as follows:

- Armadon—The Impaler
- Blizzard—Redemption
- Chaos—The Churn
- Diablo—Internal
- Sauron—Grape-Crusher
- Talon—Stampede
- Vertigo—La vache qui rit

SAURON

Splat! Aptly named the Grape Crusher, Sauron teaches his foes the meaning of a graphic death with this visually impressive, but killer move.



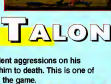
VERTIGO

This is definitely one of the stranger killing moves I've seen in a while.



BLIZZARD

Off the screen, and out of the fight—for good. One swift uppercut and it's all over.



TALON

Talon takes out all his violent aggressions on his opponent by stampeding him to death. This is one of the cooler death moves in the game.



NEW MOVES!

Every character has at least one new move. Below are examples of a few characters' moves.



TOP GEAR 2

GET OUT OF THE PITS AND RACE IT!



Scared the competition into the pits? Whip around the track solo for stiff action against the computer.



Split screen view shows your also-ran how you do it.



You're All-World on 64 different circuits in 16 countries.



An on screen readout shows you how to win.



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VIC TOKAI, INC.
22904 LOCKNESS AVE.
TORRANCE, CA 90501



FACT FILE

THEME	FIGHTING
VERSION	1.03
% COMPLETE	90%
AVAILABLE	NOW
# BUTTONS	4
# PLAYERS	1 OR 2
CHALLENGE	HIGH

OPTIONS CHECKLIST

- QSound..... ☐
- Dolby Stereo..... ☒
- Voice Characters..... ☒
- Jamma Board..... ☒
- System 32..... ☒
- Cartridge..... ☒
- Translation Pending..... ☐

Notes: Has multiple wires and end Boss henchmen.

PARTY TIME?

Shortly before Christmas break, I had a chance to attend a pre-Tekken tournament in Chicago. The real tournament was held a week later in eight different cities across the United States.

Because there were no commercial spots on television or radio about the event, only a small number of people took part in the event. However, competition was intense as the second and third place winners won a subscription to *EGM*, and the first place winner went on to win a portable compact disc player. Namco was on hand to give away T-shirts and posters to each of the contestants. A good time was had by all. This was definitely a successful launch for the cross-country tour. Tekken is sure to be a smash in arcades everywhere—including one near you!

- Mark Hain

TEKKEN

On Location with the Tekken Tour



To kick off the release of Tekken, the game will be on tour in major arcades across the U.S. Tekken was released in 14 North American cities during Christmas week. Check your local arcade to find out more details.



The competition was fierce and the special moves were flying. Only the best would survive.



CASTING SPELLS CAN BE HAIR RAISING.

Flink certainly doesn't look like your typical wizard, but at least he's got a cauldron to show for it. To be honest, our little guy is only an apprentice, but he's got a heck of a lot of magic spells up his sleeves. At least that's what the citizens of Imagica Island believe. They've entrusted him to locate the missing island leaders and to destroy the Demon Guardians that stand in his way. Spell-binding and hair-raising, **Flink** will capture your heart.

SEGA CD

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The instruction strip on the game is as pretty to look at as it is useful. It shows you how to do the basic moves in an easy-to-read, orderly fashion while presented in a colorful format. Learn how to select the viewpoint, do a basic throw and attack your opponent.

Check Out Some of These Special Moves!



Check out this killer move performed by Jack.



Paul has lightning-fast punches to knock you out.



Kazuya is very flexible. He can get his kicks up to his head.



King has his flying kicks down to an art form.



Michelle really knows how to put her boots to work.



Watch out or Nina will put you into low-Earth orbit.



Is it Bruce Lee? No, but he sure moves like him.



Yoshi is the only one who carries a razor-sharp sword.



Tekken features 3-D textured polygons with Gourmand shading. It uses the same graphics driver board that is found in the Sony PlayStation. You can also control each arm or leg separately, so you



use the right arm punch button to punch with the right arm. This type of control allows you to use more realistic-looking moves. There are also different Bosses for each character.



You'll Spend Weeks Trying To Conquer Sheltem.

(But Exploring His World Takes Much, Much Longer)

FOX 93

Might and Magic III is a Role-Playing Game in which you'll head up a team of six fighters consisting of thieves, wizards, clerics, barbarians and others in varying races including human, gnome, elf, dwarf, half-orc, and others. The huge size of the world with all its towns, dungeons, and powerful spells makes M&M III the ultimate quest for survival and domination.

It's Mythical, Magical and Massive...And it's your last chance to defeat the sinister and mysterious adversary: Sheltem.

But it won't be easy. You'll have to:

- map your surroundings
- talk to hundreds of people to learn clues
- strengthen your team through battle and training
- learn dozens of new, powerful spells to cast
- complete many mini-quests

So start preparing yourself now for those mythological monsters who want to keep you from your mission, and remember...they don't like to lose!



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FACT FILE

Gunbird
in Japan

THEME	SHOOTER
VERSION	N/A
% COMPLETE	100%
AVAILABLE	NOW
# BUTTONS	2
# PLAYERS	1 or 2
CHALLENGE	HIGH

OPTIONS CHECKLIST

- ☐ Sound.....
- ☒ Dolby Stereo.....
- ☒ Voice Channels.....
- ☒ Jamma Board.....
- ☒ System 32.....
- ☒ Cartridge.....
- ☒ Translation Pending.....

Notes: Holding the shot button equips a special weapon.

NOT JUST YOUR AVERAGE BIRD!

Appearing very soon in your local arcade is a little-known shooter called Gunbird. In this shooter, you join a legendary group of explorers in search of the magic mirror, which is supposed to make any wish come true. That's the good news—the bad news is that another military organization, the Trump, is after the mirror as well. It's either you or them!

This game plays similar to other shooters with vertically-scrolling screens, such as the Raiden and nostalgic Galaga series. Although the cast of characters may seem odd to the average gamer (the scientist, military robot, Japanese carpenter and a witch), those of you who are familiar with Japanese animation will feel right at home with the characters!

—Tim Davis



GUNBIRD

ITEMS OF CHAOS

POWER BOOST



The Power Boost icon increases firepower!

BOMB

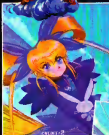


Use mega-powerful bombs sparingly!

BONUS



Collect many of these.



Check out these cartoon cinemas!



There are many intense levels.



Despite appearances, most Bosses are push-overs.



Not even the railways are safe from the evil goons!

ABOVE THE KINGDOM

Look at this wild landscape!



Defeat the mid-Boss to continue in the level!



Many of the Bosses have multiple forms.



Storm the enemy castle and destroy everything in your path!



INDUSTRIAL WASTELAND

Watch out for these heavily armored tanks!

Using your special shot might be the best strategy.

The Boss of this mission is easy to take out. Use the shoot-and-move pattern!

You found a piece of the mirror!

THE RUINS

The story line of Gunbird, like most shooters, is simple—shoot anything.

Try not to get your shots confused with your enemies'!

The best strategy to use against this Boss would be to stick and move.

Concentrate on one weapon then power it up full potential!

THE MAGIC MIRROR

Meet the protector of the magic mirror!

He, the Trump, will get the legendary Magic Mirror.

Look out for the Trump!

After finding the mirror, you must meet with Atter!

Concentrate.



Look deep into my eyes. Now, repeat out loud,

"I've gotta have this disc."

"I've gotta have this disc."

"I've gotta have this disc."

"I've gotta have this disc."



Welcome to the world of illusion, mind control and really bad outfits. The world of mentalist Max Magic. You can amaze your friends with 14

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ARCADE

FACT FILE

THEME	RACING
VERSION	BETA
% COMPLETE	N/A
AVAILABLE	N/A
# BUTTONS	N/A
# PLAYERS	1 to 4
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- QSound.....☐
- Dolby Stereo.....☐
- Voice Channels.....☐
- Jemima Board.....☐
- System 32.....☐
- Cartridge.....☐
- Translation Pending.....☐
- Notes: Has three courses of varying difficulty.

ON YOUR MARKS...

You've played Virtua Racer. Pretty cool ... but wait! Next came Daytona USA. WHOA! The ultimate driving experience, right? Can't be beat, right? WRONG! The masters at Sega of Japan have produced yet another racing marvel—Sega Rally.

Being an avid fan of the Sega series of racing games, Sega Rally left me in (virtual) hog heaven. Take Daytona USA, pump it full of steroids and out comes Sega Rally. That's the best way to describe it.

The graphics totally blew me away, and the powered seat almost gave me motion sickness. The sound booms in your head and really gives you the feeling of being in the driver's seat. They even added small, fuzzy, woodland creatures for you to run over—I mean avoid! This is what racing should be. Excellent job, Sega of Japan.

- Ken Badziak

Sega Rally utilizes the same ultra-cool technology that Daytona USA uses, giving it incredible, 3-D texture-mapped polygons that whiz by at unbelievable break-neck speeds. But that's where the similarities end. Because Sega Rally is fought on rough terrain instead of paved courses (like Daytona), you can get yourself into some hairy situations. The bone-jarring jumps and four-wheel drifts will leave you drained. These effects are made

even more realistic by the use of the powered steering and the vibrating seat. When your virtual car goes flying over huge chasms, your real butt feels it. Very cool.

Also, just as in Daytona USA and Virtua Racer, you have multiple possibilities for your opponent. You can race against the computer, the clock or for some real heart-

stopping, rip-roaring action, play with up to four of your friends! It's just

like real off-road racing without the sky-high insurance premiums. Welcome to the next level of ultra-cool racing!



PERSPECTIVES...



You can change perspectives on the fly. Drive inside the cockpit or behind the car.

YOUR VEHICLES...



Two mean machines are at your disposal: the Lancia Delta ('92 World Rally Championship winner) or the ultra-hot '94 Toyota Celica.



Sharp turns and long straightaways await you. There are three

different courses: Beginner, Intermediate and Advanced with sets in the desert, Italy and Yosemite National Park. Enjoy the scenery, but pay attention to the road!

ALIENS HAVE EXPERIMENTED ON YOUR BODY.

THEY'VE DISMANTLED YOUR SHIP.

ENOUGH IS ENOUGH!

Blast 'em and escape. You've got one desperately slim chance to warn Earth. These aliens are trying to unlock your secret of MetalMorphosis and cross through the Interdimensional Hypergate into our galaxy. But they won't succeed... not if you can help it.

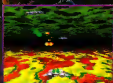
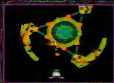
- An experiment in genetic engineering and space technology, your body and ship can instantly change shape and size.
- Five mysterious planets to investigate and a galaxy full of aggressive alien life forms to fight.
- Two stages of play in every level — intense hand-to-hand ground combat and wickedly swift space warfare.
- Force fields, sliding floors and conveyor belts complicate every move.



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METAL MORPH

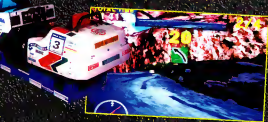


FCI
Not Just Kid Stuff

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HONE YOUR DRIVING SKILLS!



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2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

SOULSTAR

BATTLECORPS



THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 48 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.

* Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!
Electronic Gaming Monthly, April 94

* The use of three different vehicles, a quad backed the spacecraft perspective, 3-D graphics and dramatic music instantly the action.
GamePro, CES Showstoppers, April 94

* If you've been waiting for another great shooter for your Sega CD, better don't wait. Soulstar is coming.
Game Fan, April 94



TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED ON YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 30 TEHHANS - TO THE CYBER PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.

* "The first Core game is as impressive mech simulation game called Battlecorps."
Electronic Gaming Monthly, April 94

* "The control in Battlecorps is awesome... This gives the game a very realistic feel."
Game Fan, February 94



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SPECIAL FEATURE!

In late December, our whirlwind foreign correspondent Nob Ogasawara received an invite from Sega of Japan to check out their latest arcade titles under an exclusive arrangement with EGM and EGM. So off he went, toting his trusty, beat up Minolta and his Sony Mini Disc recorder on a chilly, forbidding winter's day. But all thoughts of cold were dashed when Nobster stepped into Sega's luxurious new headquarters where he received a very warm welcome from Japan's leading arcade powerhouse. He got to scope out Sega Rally, Virtua Fighter 2 and managed to pump various Sega arcade people for some hot interviews. (A special thanks to Ms. Chino Higashi of SOJ for arranging this very special feature!)

BEHIND THE SCENES WITH THE MAKERS OF SEGA RALLY!

Sega — Sega Rally Development Crew
(AM R & D Dept. 3)

Interviewer: Nob Ogasawara

Interviewees: (pictured from left to right)

Mr. Tetsuya Mizuguchi,
Producer

Mr. Kenji Sasaki,
Designer

Mr. Sohei Yamamoto;
Programmer, all of AM
R & D Dept. 3,
Sega Enterprises



Q: How did Sega Rally come about?

TM: We wanted to make a 3-D racing game that was like a counterpoint to Daytona. You see, we think Daytona is an excellent game, but we also thought it was somewhat cold and precise. For example, you don't see any people or other living things in Daytona or Ridge Racer. So we thought a rally fought on rough roads would be hotter and more immediate.

KS: We focused on high-speed rallies like the kinds competed in the WRC (World Rally Championships) with rough terrain, jumps and wilder driving

techniques like four wheel drifts.

You might not know this, but WRC is very popular in Europe—I guess on par with the popularity of Indy in America. It gets pretty wild with people milling around the edges of courses while machines are doing power drifts. Sometimes a car will go off the track and you'll see people scattering out of the way. We intend to place people at the edges of courses in the same way to replicate the feel of actual off-road rallies.

Q: Is it possible to deliberately go off the track and chase down spectators?

Kind of like the movie *Death Race 2000*?

KS: Uh, no. We made the game so it's impossible for you to go off the track entirely. That sort of thing doesn't fit into Sega's image as an entertainment brand anyway.

Q: Is Sega Rally a faithful reproduction of WRC?

TM: No. In some ways it might seem that way, especially since we obtained clearance from Fiat for the use of the 1992 WRC-winning Lancia Delta and from the Toyota Celica from the 1994 season. But Lancia Works are no longer involved in WRC. So it's more a fantasy series that lets you pit the Lancia

machine against the Celica. To be honest, we didn't want to do a full replication of WRC. If we did, we should have started with the Monte Carlo Rally.

KS: Another thing, each lap takes about a minute, which is considerably shorter than a regular leg in any WRC rally. The three courses you can choose borrow some visual elements associated with actual rallies like the first desert course. The second course is based on the image of Tour de Corse, a rally competed in Corsica, Italy. The final selectable course is

SEGA RALLY CHAMPIONSHIP
SEGA

SEGA RALLY
CHAMPIONSHIP
1995
INTERNATIONAL RALLY





based on roads we saw in Yosemite National Park, which is not a WRC site.

Q: How difficult is it to make realistic-looking cars using polygons?

KS: The Lancia, being a boxy-looking car, was relatively easy to do. Celica, with its curved surfaces, was another story altogether. You see, the Model 2 board can't do smooth shading, so we can't do representations of curved surfaces very easily. To get the curves, we have to cheat with texture-mapping. By adding curved-looking textures to flat polygons, we created the illusion of curves. If you look carefully, you'll see that the tires are actually just octagons. To make them look round, we had to apply shadows using textures. But then, the tires are shown moving so quickly you don't really notice their

unnaturalness, except in still photos. We certainly could have used more polygons to make the tires look rounder, but it doesn't make much sense to allocate thousands of polygons just to make realistic tires!

Q: Does this game use the same chassis as Daytona?

TM: Essentially, but with some differences. For the steering we put in two motion devices as opposed to the one in Daytona, so you get the feeling of the road surface much faster and smoother than with Daytona. Plus the seat itself is activated using sound waves, so again the immediacy of the race is more realistic.

Q: Mr. Yamamoto, what games did you work on

"It would be great if a lot of people check it out. We think it's exciting, wild and a lot of fun to play."



before Sega Rally?

SY: Rail Chase, Star Wars, Where's Wally (Waldo) and Moon Walker. No I didn't get to meet Michael Jackson (laugh).

Q: What did you find the most difficult about programming this game?

SY: The hardest part was getting the dynamics of the car right. We've made the controls a lot more forgiving than a real car. We didn't want to make it totally realistic because if we did that, most players would find themselves going totally out of control around every corner.

Q: Did you actually try rally driving yourself, or did you get

TM: Although we didn't use the advice of real drivers, we did have two champion WRC drivers, Didier Auriol and Juha Kankunen, visit us recently and play the game. We had them take on some of our customers. Auriol appeared to have a very good time and wanted to get one for his home! Kankunen also got very serious and became very engrossed.

Q: When can we count on seeing this out on the Saturn?

TM: Um, there are no plans to do a Saturn version yet.

KS: If we do get the chance, then we might be able to do the real WRC version with all the races represented. I mean, the arcade version has to grab your attention immediately, but the home version is something that you can savor over a long period of time.



Loaded with even more incredible detail than Daytona, Sega Rally is sure to be the final word on racing simulations!

the advice of real rally drivers?

SY: No, we just based it on our own experiences as to what constitutes fun, stress-free driving. That's why we made sure you can't wreck your car, for instance.

TM: But yes. It would be great to do a Saturn version, but for that to happen Sega Rally has to become a sizable hit. It would be great if a lot of people check it out. We think it's exciting, wild and a lot of fun to play.



Leading bit on AM R&D Dept. 2—The Hit Makers. Sega AM R & D Department 2 a.k.a. AM2-ken. Besides Shigeno "Mario" Miyamoto of Nintendo, AM2-ken is probably the best known in Japan as developers of monster-huge games. Led by Yu Suzuki, the department cranked out many stunning games like Space Harrier, Hang On, Virtua Racing, Virtua Fighter, Daytona USA, Desert Tank, Virtua Cop and now Virtua Fighter 2. Here's what the Nobster found out about AM2-ken's recent projects during his exclusive chat with Mr. Fumio Kurokawa, the publicity section manager of the department.

EGM TAKES A CLOSER LOOK AT THE MINDS BEHIND VF2



Q: How well did the Saturn version of Virtua Fighter 2 sell?

FK: Pretty well—one for each unit of Saturn sold to date.

Q: And how many is that?

CH: As of Dec. 23, we'll have delivered 230,000 units with a target output of 500,000 by the end of the year. At the launch [in late November], we managed to prepare 170,000 units that sold out basically overnight.

Q: Not long afterward, VF2 hit the arcades. How well has that been doing?

FK: It's doing extremely well. The machines are registering operation rates of virtually 100 percent.

Q: When will we be seeing VF2 in America?

FK: Probably early in 1995.

Q: We understand that VF's huge popularity in Japan has not been matched in America. Rather than asking why it didn't do so well Stateside, can you perhaps explain why it did so well in Japan?

FK: We think it really comes down to the tastes of gamers. As evident from the popularity of RPGs, we think Japanese gamers are perhaps more



Sega—Mr. Kurokawa
(AM R&D Dept. 3)

Interviewer: Nob Ogasawara
Interviewees:

Mr. Fumio Kurokawa,
Manager, AM R&D Dept. 2
Ms. Chiho Higashi,
Global Strategy Coordinator

deliberate in the way they approach games than the gamers overseas. For instance, we controlled the outflow of information about the moves of each VF character, so there was a steady stream of information about the game appearing in magazines monthly. That allowed the players to get the feeling of "growing" with their favorite characters, so in a way, there was this growing emotional attachment with characters.

Q: In America, the most popular arcade fighting game right now is one that has relatively simple moves but with overblown blood and gore. Would that possibly work?

FK: Polygon blood? It's not really an approach we'd like to take. As for the contention that VF isn't violent enough, the standards of violence differ from country to country. For example, Saturn VF is probably too violent for South Korea.

CH: To be honest, the first time I saw VF, I was rather appalled because the hits

looked so painful! I don't think blood is necessary for it.

Q: How difficult was VF1 to drop down onto the Saturn?

FK: It was quite difficult because we wanted to get as close to the arcade version as possible. Put it this way, each character in the arcade version was composed of about 2,000 polygons each. For the Saturn version, that number is down to about 800, so there are places we had to cut corners. For instance, if you look at the hands of characters, the arcade version had real fingers, the Saturn version doesn't. However, we're very pleased of what we managed to accomplish with the Saturn version.

Q: Which brings us to the obvious question—how well could



you translate VF2 with its much more detailed graphics over to the Saturn?

FK: To tell the truth, the characters in VF2 use fewer polygons than VF1. You see, the Model 1 board used by VF1 is not capable of texture mapping. So for instance, even the floor of the arena had to be assembled using a huge number of polygons. With VF2's Model 2 board, the ground can be represented by a single, huge polygon with texture-mapping applied. Or for instance, hands in VF2 can be represented using the same number of polygons as in VF1, but by applying texture-mapping we can make them appear to have fingers. We're confident VF2 will be a great Saturn game.

Q: Are there any new secret characters other than Dural?



Using the Model 2 board, Virtua Fighter 2 has a slick, new look with some new characters added!

FK: No. Originally we did intend to add four new characters to VF2 and did in fact design them, but after some deliberation, we settled on Lion and Shun Di. The other two we thought overlapped the other characters too much. We didn't want to give too many choices to players as we thought it might weaken their emotional attachments to specific favorite characters.

Q: Have the two missing characters been programmed in?

FK: No, they only exist as illustrations. We doubt very much they'll ever see the light of day. There's no secret code to access them (laugh).

Q: We heard that the department head, Mr. Yu Suzuki, went to China to try some of the martial arts in the game firsthand.

FK: That's correct. We were looking to incorporate more realistic fighting sequences into VF2. It just so happened that we adopted a lot of Chinese martial arts in VF2, so for the next VF we probably will try to bring in other styles of fighting so we'll probably have our people go to other parts of the world.

Q: When will we be seeing the Saturn version of VF2?

FK: Well, for the time being we're working on the Saturn version of Daytona USA which we're hoping to release in the spring. Right now, Daytona's only about 30% completed. We have put in the beginner level track, but not much beyond that. After that we'll probably start gearing up for VF2 for Saturn.

Q: How about AM R & D 2's other titles like Virtua Cop or Desert Tank?

FK: Virtua Cop will be done by us for Saturn, too. As for Desert Tank, that was essentially done by Martin Marietta of America with our cooperation, so it's not likely we'll be doing that.

Q: How about the ST-V system? Will you be doing some games for it?

FK: We are actually considering doing an original game for the ST-V board.

Q: Because the ST-V board's architecture is essentially the same as Saturn, would you for instance be able to do an inexpensive version of VF2? I understand the Model 2 board is very expensive.

FK: Well yes, certainly Model 2 with console costs about \$8,000 as opposed to the ST-V board and console that costs about half that figure. But rather than doing an ST-V version of VF2, we would much rather work on an original game that's designed to look best on ST-V. By the way, we are also working on other Model 2 titles that I can't reveal yet, but can say that they will be in the 3-D vein that we have been following with our past several works. Presumably, we'll also be converting these upcoming

titles for Saturn.

Q: We see that a huge amount of spin-off goods has been released from VF. Will we be seeing the same sort of promotions in America?

FK: Well, the spin-off merchandise you see here are mostly licensed to other manufacturers. Aside from the dolls for the arcade crane games, we don't make much of anything. By the way, the merchandise you see here is only about 30 percent of the merchandise there is available. It would be really nice to see the same kinds of merchandise available overseas, but that would depend on how popular VF2 becomes. We certainly hope that VF2 will become a smash hit in America and Europe the way it has in Japan!

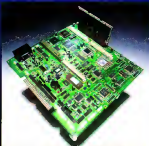
DAYTONA USA FOR SEGA SATURN!



Above are actual pix of the Saturn Version of Daytona USA. The game is currently being ported over by AM R&D 2, and is approximately 30 percent complete.

ST-V Arcade Board-The Titan

The ST-V arcade board, codenamed Titan, is a kinsing cousin of the Saturn. About the only difference is that Saturn uses CD-ROM and ST-V uses ROM carts in a style similar to SNK's MVS system (the arcade version of Neo-Geo). Because of the similarity, it's extremely easy for Titan arcade games to be ported to the Saturn. SOU claims that it's possible to do such a translation in about three months, which should be a real boon to arcade fanatics. One of the first games being developed for Titan is Golden Axe the Duel, a fighting game based on the popular series. This one is set 80 years after Golden Axe 2 and features many characters that are similar to those seen in GA2 including Gilius the dwarf and Death Adder. However, SOU states that they are unrelated to those from the earlier game. As of December, GATD was 70 percent complete, so we should be seeing it in arcades soon.



The latest arcade board from Sega employs technology similar to the Saturn.

**SPECIAL
FEATURE!**

Phantasy Star IV is finally here, although it has been quite some time since it was released in Japan. Most players probably won't be disappointed with this game because it follows in the tradition of the other Phantasy Star games. This RPG is very futuristic, adding a neat twist. You are Chaz, a hunter-in-training, and Alys is your partner. She has been training you and now regards you as a full-fledged partner. A new option is the macros that can be made. You can set a list of commands, and when chosen, the game will do them automatically. Beware! Evildoers are everywhere!

PHANTASY

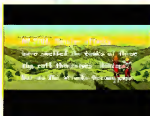
The end of the millennium

STAR IV

EXPLORE THE GALAXY!



You eventually get to travel the stars in your own spaceship, going back and forth between planets. Explore artificial satellites and even encounter a few special anomalies. This opens up vast, new places to explore, so you aren't just limited to one world. You don't get to battle things in your spaceship, but you do get to encounter lots of enemies that hold tons of experience points. Everybody has meseta (gold) and you can always use money!



This is the intro to the game, where you learn who you are and what is going on. This is your hometown, Aiedo, and Alys (your partner) tells you that she received a letter from the principal of Motavia Academy saying that you are needed right away. You and Alys leave Aiedo and head toward Plata, the town that the academy is located in.

DO THE PRINCIPAL'S BIDDING!



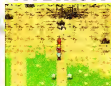
THE MYSTERY OF ZEMA? MOLCRUM



Searching for the source of the monster breeding tubes in the basement, your party is led to Zema. Once you arrive there, you find that everyone has been turned to stone.

You venture into the Birth Valley to

find Hahn's mentor, Professor Holt. Alys then remembers a medicine called Alshine that will cure the people of Zema. You must travel to the town of Molcrum to find it.



VALLEYMAZE & TONOE



Once in Tonoe you meet Gryz, who joins your party and helps you get the Alshine. Rune leaves the party and tells you he will join up with you at a later date. From here, it is back to Zema to heal Professor Holt and all the other people in the town.



You arrive at Molcrum to find that it has been burnt to the ground. In the midst of the ashes stands a lone fellow. Alys recognizes him as Rune, an old friend. He explains what has happened then tells you to go to Tonoe for the Alshine. He also tells you that you must go through Valleymaze to get to the town. He then joins your party.

BIO-PLANT



You find the Bio-Plant underneath the Birth Valley. Professor Holt went into the Bio-Plant and now you must find him. There are some hard creatures in here—make sure your levels are high before trying to go through. There is a lot of cool stuff in here and you also find Rika. (She saved Professor Holt from being killed.) She joins your party. Seed destroys himself, so no one can use him for evil purposes.



THE WRECKAGE & NARUYA

The wreckage is located northwest of the town. There are a lot of weapons and armor in the wreckage, so make sure you go through. When you get to the end, Rika interfaces with the computer and discovers that there's a crashed spaceship from the first planet.



Parma. There were no survivors but information shows there were other ships that came from Parma and landed safely. It is not absolutely necessary to search the wreckage, but like I said, there are weapons and armor strewn among the wreckage. The enemies are kind of tough, but they are worth a lot of experience, and who couldn't use more of that? This place is also like a big maze, so don't get lost running through the ship.



You'll see a ruined town when you come to Naruya. There isn't much to buy, but they give information about the wreckage. Supposedly, three months ago a ship crashed, which is the wreckage.

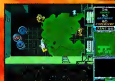
AIEDO

This is your hometown of Aiedo. The hunter's guild is located here. Use it to get jobs for extra money. You never have to complete the jobs, but they are cool. Buy weapons from the shop close to the guild.



THIS IS THE PRICE OF FAILURE.

The stakes are high.
And your crew is one bunch of
hard-core head cases.
Altogether, the odds stink.
Care to consider the alternatives?
There aren't any.
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Your Agents get it all: radar, auto-aim, trading and the devil's own firepower.

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This official rating is your clue that this product meets the highest quality standards of ESRAC. Buy games and accessories with this seal to be sure they are compatible with the Sega Genesis system.



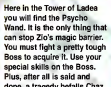
KADARY AND ZIO'S FORTRESS



Save Demi from the clutches of Zio. You will find Zio here. It is definitely not easy get to him. There is a mini-Boss who will try to stop you from finding Zio. Once you finally find Zio, you will fight—killing Zio will not happen. He puts up a magic barrier and you simply cannot hit him. He fires a black wave beam at Chaz but Alys gets in the way. The party retreats with Demi and Alys to the town of Krup. Alys is put to bed in hopes that she will be cured. The party from there must now find the Tower of Ladea.



TOWER OF LADEA MONSEN & PLATE SYSTEM



Here in the Tower of Ladea you will find the Psycho Wand. It is the only thing that can stop Zio's magic barrier. You must fight a pretty tough Boss to acquire it. Use your special skills on the Boss. Plus, after all is said and done, a tragedy befalls Chaz.

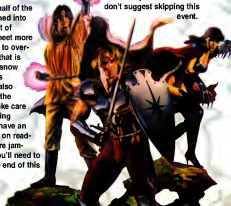
The poor people of Monsen are having terrible problems with earthquakes. The only thing to do is to go to the Plate System and shut it down. This is another event you could skip; however, the plant holds some pretty valuable weapons for Demi. I don't suggest skipping this event.

ZIO



The very first thing to do is have Rune use Psycho Wand so that you can damage Zio, then go all out with your special skills. Keep everybody healed up because he'll kill you in two hits!

This is basically the first half of the game. Now you get launched into space and go to the planet of Dezolis. There you shall meet more people and find obstacles to overcome. Dezolis is a planet that is very dense with cold and snow because of all the systems going haywire. There are also artificial satellites around the planet you will visit and take care of. A lot of things need fixing and it's a good thing you have an android in the party. Keep on reading. The next two pages are jam-packed with all the info you'll need to get you even closer to the end of this spectacular RPG.



PREPARE FOR THE FINAL BATTLE!

PHANTASY STAR IV



THE HEAT IS ON! Monsters that morph and change make for intense new attacks and mind-blowing battles!



CHECK IT OUT! Comb the caves for clues to your next confrontation!



MOVE ON! Finally get inside the Land Rover and throw the bottle into higher gear!



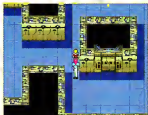
STAY ON YOUR TOES! Battle the nasty new forms of the Dark Force in the ultimate struggle for Motavia!



ARTIFICIAL SATELLITE ZELAN



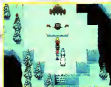
Once you defeat Zio, Demi shuts down Nervus. She then tells you to go to the artificial satellite Zelan. There you will meet Wren and hopefully be able to fix the systems on Motavia. She gets the spaceship and off to Zelan you go. Once there, Wren tells you that the problem lies on the artificial satellite Kuran. Someone is jamming his control over Motavia. He suggests going to Kuran to find out who or what is controlling it. He joins your party; then it's off to Kuran. Don't forget to save your game.



CRASH LAND ON DEZOLIS RYOUN & TYLER



On the way to Kuran, there is trouble in the engine room. Everyone runs down there, only to find a monster in the engine trying to screw everything up. Fight and kill him, but it is still too late—the ship's going to crash and there is not a thing to be done about it. Wren is able to pull the ship



toward the third planet in the Algo Star System, Dezolis. Once there you meet Raja, a cocky old man, who quickly joins the party and off you go on Dezolis.



Talk with the bartender in Ryoun. He will tell you about the spaceship by Tyler. Go to Tyler and look at the grave and marvel as it opens up before your eyes. Go forth and find the "Landale."

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KADARY AND ZIO'S FORTRESS



Now you're in Kuran and must figure out what is wrong. Go through and make sure you check everywhere—there are a lot of items that will power up Wren. You will find Dark Force at the end of the road. He is very tough unless you are of a higher level. I suggest being at least at level 22. At level 24 you will have a better chance. Nail this guy with all of your special skills. Plus, keep your guys fully healed. Dark Force doesn't play around and will kill most of your party in one hit. Raja's miracle will do wonders for your party.



ZOSA



This is the town of Zosa where you will find the interesting Dezolis Penguin. It seems that this town was put here just to take your money. Save the game before you buy anything and beware of all the swindlers. They are cute, though.



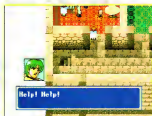
RESHEL & MEESE



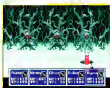
Reshel has been laid to waste and the only thing you'll find in the town are zombies. Move on to Meese and you'll discover that an illness was the cause of Reshel's destruction. The inhabitants of both places need your help!



DISCOVER THE SECRET OF LUTZ!



Rescue Kyra from the carnivorous trees. When fighting, note that they just keep on coming. You cannot defeat them. The only thing to do is run, but you will have rescued Kyra. She'll join your party, and from there you must find the Esper Mansion. Only with her in the party will you be allowed access. Once inside, do a little exploring and you'll find out that someone has been keeping a tremendous secret. You're on your own from here on in. Do think you can save the Algo Star System?





*Fritz, he can't
contain himself*

BRAIN DEAD
13

STARFOX 2



One of the greatest new features is your ability to transform in the middle of a mission. A new form, shown here, allows you to get between buildings and destroy special nasties who are otherwise difficult to kill.



PREVIEW FROM WINTER CES

The FX chip lands itself in yet another Star Fox game, this time in Star Fox 2, soon to be released for the Super NES.



Foes from the past seek revenge in the present. With an updated list of pilots and abilities, can you prevail in the upcoming Star Fox 2?

PREVIEW FROM WINTER CES

The FX chip also lands itself in a fighting game, called FX Fighter. With this technology, you can really duke it out!

FX FIGHTER



Prepare yourself for one of the coolest approaches to a fighting game ever for the Super NES (or any other 16-Bit system for that matter). It's called FX Fighter. As you may have guessed, it uses the FX chip made popular by such titles as Star Fox and Stunt Race FX. You can expect great things from this title when it finally comes out. For the time being, you can drool over the few pictures shown on this page.

MORTAL KOMBAT

The last chapter of the greatest arcade fighting game of all time is close to being finished. Programmers at Sculptured Software in Salt Lake City, Utah, have already started porting over the arcade version of Mortal Kombat III to the Super NES, Sega Genesis, Game Gear and Game Boy platforms. Probe is doing the conversion for the Sony PlayStation and the Sega Saturn.

Behind closed doors we recently viewed a five-minute tape that had a few bits and pieces of Mortal Kombat III. Sources are suggesting that the game will be released released for the PlayStation six months after its release in the arcades. Afterward, it will be released for the Super NES, Sega Genesis and then the

Ultra 64 and Sega Saturn.

There will be 14 characters: Some will be familiar; others you haven't seen. The new characters have fascinating moves and maneuvers. The fights take place both above and below ground in a host of new fighting arenas.

In one sequence, a new character has a secret move where an arm comes out from under his armor, grabbing the foe and hurling him/her into the air. Mortal fans won't be disappointed.

It looks great. Rich Divizio is once again playing the parts of Kano and Baraka; Tony Marquez is playing Kung Lao; Kerri Hoskins is playing Sonia and John Parrish is playing Jax, as for the nine other characters, Williams hired models instead of martial artists to do

the game. Williams is still trying to convince Robin Shou (the actor playing Liu Kang in the Mortal Kombat movie) to play Liu Kang in the game.

The other characters not in the game for the third version are working on a new fighting game with Atari for the Jaguar. The project is being headed up by Ho Sung Pak, who played Liu Kang in Mortal Kombat II; Dr. Philip Ahn, who played Shang Taung and the woman who played the part of Kitana. They are combining their efforts to make a Jaguar game that is due out later this year.

Stay tuned for more on what should prove to be the best fighting game of 1996. We'll have more coverage on Mortal Kombat III as the release date looms on the horizon.



True Lies

TRUE LIES

New Game
PASSWORD
0001000

You've gone to the theater. You've forked over the green for the movie. Now go to the video game dealer and shell out the bucks for the game. That's what the programmers of True Lies the game are hoping you'll do. This is almost a Metal Gear type of game at first glance. But once you've gotten a feel for it, you will realize that this is a whole new cart on its own.



HAPPY BIRTHDAY FROM THE NEW
WARRIOR AND OVER THE CHALK
BOARD MESSAGE.



Have a look at some of the totally excellent screen shots on this page. No, it's not really a look-alike of the movie as some other movie-to-game translations have attempted. It's not quite ready to go yet, but it is coming your way soon for the Super NES.



THE 1995 WINTER CONSUMER ELECTRONICS SHOW: THE "WAITING GAME?"

Unlike previous Consumer Electronics Shows, the winter show was rather subdued. There were no eye-popping, jaw-dropping attractions like Donkey Kong Country or Super Metroid as was the case previously. If anything, this show was pretty much a wait-and-see affair: Everyone is

waiting for the upgrade systems, like Nintendo's Ultra 64, Sony's PlayStation and the Sega Saturn. Although not in the public's view on the show floor, there were demonstrations of the PlayStation and Saturn behind closed doors. The public will have to wait for the "official" introduction of these new peripherals this fall.

This is not to say there was nothing new at the Winter CES: SNK had its new NeoGeo CD-ROM on display and it is to be released with several arcade titles at a fraction of the price of their arcade versions. Sega had several titles for its 32X, Atari had new products for its CD-ROM add-on for the Jaguar system and Nintendo had a hands-on demonstration of the new Virtua Boy peripheral. Other reliable CES attendees, 3DO and Philips CD-i, were also on hand with several new releases. For more coverage on the show, check out our annual Winter CES guide in EGM #68!



ON LOCATION

...AND WHAT WOULD THE SHOW BE WITHOUT THE CITY?

NOTABLE LINES AT THE WINTER '95 CES:

- "Can you go down my shirt and get that box?"
- "Let's compare apples to apples and DOOMS to DOOMS."
- "Howard—which one was that?"
- "It's an unnatural cold."
- "We'll send you a cart after CES."
- "Who the hell is Bob?"
- "All you guys want is freebies."
- "We're trying to be fair because not everyone has those cables."
- "The resume is on the back."
- "I think I've had a change of heart—let's make a difference!"
- "Watch for solid objects, Andy."
- "I just jabbered at him and he went away."
- "Hey—is that Chris?"
- "We'll all sit down and talk about this."



BOOTHS



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For the biggest inside booth at the show, Nintendo didn't have any true show-stoppers as they did last summer with Donkey Kong Country. Instead, they unveiled the sequel to their hit game StarFox. The new Virtua Boy peripheral was also prominently displayed. There was also Kirby's Avalanche, Comanche and Earthbound.

Sega was also on hand to promote their new Genesis add-on peripheral, the 32X. One of the main attractions for this system was a game starring Knuckles—Chaoix! The 16-Bit buyers were hardly left out, though and were attracted to several 16-Bit titles—like Comix Zone! The Saturn was behind closed doors.

SNK OF AMERICA



Making their return to the CES show floor after a long absence, SNK unveiled their new Neo-Geo CD unit! No Ultra 64, but definitely some plugs for upcoming releases—like at the Williams booth!

WILLIAMS



PINS

"HEY, I'LL TRADE YOU..."

One of the most collectible items at past shows were the pins. However, this time around, these little metal

badges of pride were a little harder to find! The most sought-after item at the show was a 35-inch walking stick from the Curcio Media Group! They came in two colors: green or red!





Support for 16-Bit is still going strong with Doc's High Tech.

From the next generation of hardware (such as Nintendo's Virtual Boy), to the old, tried-and-true controllers of 16-Bit, there were plenty of new controllers and peripherals at the Winter CES. Although some of the new systems like the PlayStation and the Saturn weren't shown, controllers and new technology to kept things buzzing.

PERIPHERALS

The Winter CES had tons of new peripherals and weird gadgets. The upcoming Virtual Boy from Nintendo (strange-looking contraption above and controller on the right) looks like it's going to be a hot ticket in the new year. It features a 32-Bit architecture, authentic 3-D graphics, stereo sound, an awesome controller and a \$200 price tag. Supposedly, this unit will

immerse the game player in a virtual world with realism unlike any game seen so far. There are already 60 developers ready to create games for it. This fact, coupled with a \$20 million ad campaign, may prove a winning combination for the Big N.

Another cool device is for the Game Gear—the Fretron International's Master Gear Converter 2 (below). This nifty device allows you to play old Master System games on your GG. This is a great idea for all those people out there with Master System games.

Wow, who would have believed it? Backward compatibility!

Atari gave a "thumbs-up" to their Jaguar CD-ROM. Boasting a double speed, CD-ROM mechanism; 790

Megabyte storage capacity; a full-screen FMV and the ability to play your favorite audio CDs, this is one unit that may actually live up to its own

hype! The upcoming software list for the Jaguar CD is equally impressive. Some of the CD games

Tech Game Products? Why, high-tech ones, of course! Try plugging in their Sound Force™ SRS® Sound Center with a built-in amplifier (at right, lizard not included). Sure, it sounds impressive, but what does it do? Well, if you hook your game system into the Sound Center then hook it into your stereo, you will hear your game in unbelievable stereo sound. The Sound Center makes your system sound like you're in a theater! It's awesome! Just remember to bring your ear plugs.

So, you wanna start buying some Japanese Super

Famicom games for your American Super NES, huh?

Afraid that you won't be able to play them? Well,

you're right, unless you have an adapter! Fretron

International, Inc.'s Japanese-to-American adapter series allows you to play Super Famicom and Mega Drive games on your



American Super NES and Genesis systems. Fretron offers a whole line of valuable peripherals such as wireless pads and sticks, multiplayer adapters, cables, cords and other essential items. They've even got those hard-to-find PC Engine-to-TurboGrafx game converters. Bet you never thought you'd find one of these babies!

Several other vendors were on the premises such as Naki. The company that brought us several new controllers and the back-up game-saving system had a new and innovative cordless 3DO controller.

include Battlemorph (the sequel to Cybermorph), Highlander, Demolition Man and Blue Lightning (remember the Lynx version?). With the price tag at \$149, the Jag CD is quite a steal!

What kind of gadgets would you expect from a company called Doc's Hi



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your hands.

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SEGA C

They drilled near a town
and found that this product
forms the strongest, most
dependable of Segs™
two layers, and connections
with it should be sure that
they are compatible with the
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READYSOFT

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[illegible]



STD was at the show and proud to boast some of the first products for the PlayStation and Saturn. On the upper left is a replacement controller for the PlayStation as well as a new programmable one (lower left) along the same lines as their programmable 16-Bit controllers. On the right are two hot Saturn controllers, including the first stick controller for any of the new systems. You'll get the same treatment as the PlayStation with a custom and programmable Saturn controller. The colors are in transit and are going to mirror the colors of the corresponding systems for the U.S. release.



The new Genesis 32X system combines two great pieces of hardware in one slim, new package. The good news, besides the single platform, is the suggested retail price that is scheduled to be below \$200! With full com-

patibility with the Genesis and the new capabilities of the 32X, you get a machine 40 times faster than regular 16-Bit. Also, check out Sega's American Saturn! As some might have guessed it's black like the rest of their line.

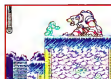
These are just a few of the products located around the show. For the up-and-coming systems, you can bet there is going to be a war of accessories and controllers as enormous as there was for systems. Stay tuned to EGM and EGM[®] for the latest in hardware developments.

GAMES

CAPCOM



The Mega Man series continues for the Super NES! In this seventh adventure, you must face many more villains that the evil



professor has developed. It will not be easy because the stages are difficult.



Check out some of the total obliteration you can cause in this game. Try the special moves and watch the sparks fly.

CAPTAIN COMMANDO

For the Super NES, Captain Commando is a side-scrolling action game by Capcom. With Captain Commando you can expect some serious, brain-smashin' action.



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Playmates

[illegible]



Atari



The blockbuster fighting game from the arcades has invaded 32X system owners' households. All of the moves, fatalities and the infamous blood fest are here. What's next? Tune in to find out more!



The game comes from last summer's blockbuster hit. It features awesome graphics and more than 30 stellar missions. (SNES/GEN)



Aerosmith will be playing in your home with this 3-D graphics and digitized game. (preliminary Genesis version shown)



Spider-Man is back in a brand-new game that is awesome! Travel with our hero as he fights his way through another action-packed adventure! (SNES)



SPIDERMAN



Similar to Cybernator, this new Super NES game will get robot fans moving with one- or two-player fighting action.

Similar to the Genesis version, this scaled-down portable for the Game Boy has all the action and attributes.



ANIMANIACS



Fritz will steal your heart

BRAIN DEAD
13



Nintendo®

KIRBY'S AVALANCHE



Look out for Kirby's Avalanche. This little pink guy has sure sparked a lot of interest in plenty of players—he keeps popping up in a ton of games. This is yet another in the long bloodline of Tetris. Of course, it does have new ideas that separate it from the others. Plus, Kirby is cute as heck, which can't hurt. This is one to watch for in the future. (SNES)

Donkey Kong Country has obviously been so popular that they made a sequel for the Game Boy.

DONKEY KONG LAND

Don't expect silicon graphics on this game. However, it is still fun to play and has cool colors if played on the Super Game Boy. Donkey Kong is gaining back his popularity slowly but surely.



Comanche uses the new, second generation FX2 chip and features Voxel graphics. It offers super smooth, fluid and fast control. One to two players can play at a time and offers 30 scenarios. (SNES)

EARTHBOUND

This game breaks the tradition of role-playing games. It features a huge cast of characters with a challenging story line. Enjoy the many plot twists and humor in this one. (SNES)



SUNSOFT

It's about time he gets his own video game. This game is like the cartoon with the funny animations and all the mysteries to solve. You even get to eat some Scooby snacks. (SNES)

Scooby Doo Mystery



Road Runner 2

It's a dream come true for Wile E. Coyote. Death Valley is covered with crates from ACME, all containing gadgets that could help or hinder his pursuit of Road Runner. In this sequel to the Super NES hit, you control Wile E. Coyote pursuing the elusive bird. (SNES)



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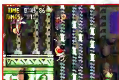


SEGA

CHAOTIX



Check out these cool shots from the game, especially the forward-scrolling one.



Chaotix is the new Sonic game for the 32X. Blast through level after level of brain-splitting action. Zip through it at the speed of light. Rock through the new forward-scrolling levels.



Play as a comic book hero as if you were part of the story.

COMIX ZONE



In Comix Zone for the Genesis you play as the hero in a comic book-style, action game. Battle lots of enemies as you try to reach your goal. Read the bubble text and follow along with the story.



fahrenheit



Travel through hidden doorways. Walk across fiery beams. The new heat is Fahrenheit, and boy is it hot! With exciting new graphics, this Sega CD is smoking! People must be rescued, can you do it?



SOON YOU'LL BE
LOVINGLY REFERRED TO
AS 'SCAB BOY.'



THE RASH IS BACK

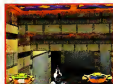
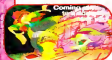
The nastiest, no-holds-barred motorcycle combat game returns to Genesis™.

Road Rash is a trademark of Electronic Arts. Genesis is a trademark of Sega Enterprises, Ltd.



3DO

This eye-popping game by Ready Soft has impressive animation and many colorful graphics. Does it play as good as it looks? Time will tell.

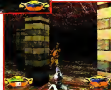


KILLING TIME

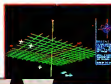


Danger lurks deep beneath the surface.

Wander through endless catacombs in search of it.



Take up your guns and blast any unfriendly creatures you encounter. (Studio 3DO)



WING COMMANDER

One of the most exciting games out for the PC right now is Wing Commander III. It is coming out for your 3DO by Origin. Play as Colonel Blair, who is Earth's last fighting chance against the Kilrathi, a cat-like race of beasts out for universal domination. There are very cool cinemas to be seen in this game. The game play contains some very serious flight simulations that could make a real pilot say, "Wow!" The intense story line should keep anyone on the edge of his/her seat.





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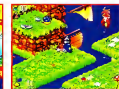
Just when you thought fighting games were finished! Namco shows you that there is still a ton of power within the genre. Above are a few Genesis pictures and below are Super NES of Weaponlord. This could be the next big fighting game.



Weaponlord



Titus was one of the few companies that didn't let the new systems stop them from turning out several new games for the Super NES. From the top left going clockwise: Oscar, Whizz, Prehistoric Man and Realm. The cute, spirited Oscar is a fast-moving guy who is like Sonic. Whizz, the rabbit, is a magical bunny strolling through 3-D levels, solving puzzles on a 3/4 perspective. Prehistoric Man is a Joe and Mac-type of game with a caveman theme and new techniques. Realm is a new shooter with dozens of weapon combinations and levels.



HUDSON SOFT

Hudson had a few titles with some big pull for the Super NES. The Sporting News Baseball was premiered in a contest with the multiplayer adapter. An early version of the cartoon series Swat Cats was available for testing. Of course, what would CES be without a new Bomberman game from Hudson—Panic Bomberman is a great Tetris game for one or more players.



SWAT CATS

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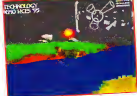
Live it...

**Coming
in June
to a
Mall
Near
You!**

Don't miss it!

SEGMRTM
SUPER TOUR

The Jaguar showed off its new CD unit with a few titles and the promise of six to eight titles by the time of release. One thing is for sure: They had tons of releases for the 64-Bit machine. From the top left clockwise, we have an assortment of titles and styles of games: Fight for life, Blue Lighting (CD), Space War 2001, Pinball Fantasies, Hover Strike, Hover Hunter, Burn Out and Battle Sphere. No matter what your tastes, they will have something for everyone, from fighters to flyers.



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IT'S LIKE

TOTALLY

ALIEN M A N.



WILD PICK UP ITEMS



AUTOMATIC RACING



4 PLAYER MODE

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FACT FILE

Pac-In-Time
BY NAME

THEME	ADVENTURE
MEGABITS	8
% COMPLETE	100%
AVAILABLE	FEBRUARY
# PLAYERS	1 or 2
# LEVELS	50+
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....☐
 # of Lives.....☐
 # of Continues.....☐
 Button Configuration.....☒
 Sound/SGM Test.....☒
 Password.....☒
 Battery Back-Up.....☒
 Notes: The game has two speed settings: normal and slow.

LEADER OF THE PAC!

The best way to describe this game: completely addictive! It has all the features you could ever want in one great cart. First of all, it's a side-scrolling game, but with a very unique twist. Instead of just bouncing your way from point A to point B in each level, you must collect all of the hidden Pac-Pellets. You're probably thinking, "That doesn't sound too bad." That's where it gets a little difficult! The pellets are in areas that can only be reached by using four special tools. Finding each of the tools is a puzzle in itself, and learning how to use them is no walk in the park either. That's okay though, you'll have plenty of time to practice—the game features more than 50 huge levels to explore. With crisp graphics, smooth animation, unbeatable game play and precise control, Pac-In-Time is sure to be a hit.

- Mark LeFebvre

THE STORY

Pac-Man lives happily with Mrs. Pac-Man and their two Pac-Kids. Pac's archenemy, the ghost witch, has vowed to disrupt his life!



Following the failure of her plans, she decided to eliminate Pac-Man. The witch cast a spell on Pac-Man, ripping him from his family and hurling him through time to his past. The journey back in



time transformed Pac-Man into a Pac-Boy. The witch sent Pac to 1975, a world that has never heard of Pac-Man.



Through magic, the inhabitants of a once beautiful land have turned against him. To escape and return to his family, Pac-Man must traverse this land and penetrate the castle of the gum monster. Within the beast's lair stands the portal of time. Pac's only hope to reveal the portal requires defeating its guardian...



PAC-IN-TIME

There are five exciting and challenging levels to explore. Each area has 10 sub levels to it so if you plan on guiding our little hero all the way home then pay close attention; here's a sneak preview of the levels and also a few pointers to help you along. Good luck!



There are a lot of treasures to be found. First you have to locate the key!

Every time you jump through a ring, you will be able to use one of the tools.



By jumping through the blue ring, you will have the ability to swim underwater.



Watch for White Arrows. If you see one, there must be a way to get through!



A good place to start looking is the tree-tops. Use your Magic Rope to swing.

The forest holds many secrets and treasures. Can you find all the goodies?



When you've gotten all the pellets, an arrow will flash. Run to the exit!

Some of the enemies are camouflaged and hard to see. Take your time!



Some secret areas can only be reached by using the magic hammer.

The doorways will teleport you to other places in the level.



When you meet up with the ghosties run until you find a Pac-Pellet. Go get 'em!



The package on the roof is bouncy. I wonder where it takes you.



If you don't keep an eye out for the meanies, you won't last very long.

The castle is the most dangerous area. The puzzles are perplexing!



Take a peek at what happens if you mess around with the cannonball too long!





THE TOOLS



The Bubble tool is used for swimming and also attacking enemies in the watery areas of the game.



The Fireball tool is your main method of attack, but it can also open up some secret entrances.



The Hammer tool has many functions. It can be used to break walls and also as a method of attack.



The Magic Rope is great for swinging to new areas, but that's not all it does!



AREA 21 FORGOTTEN PALACE



Below is a complete map of the first level in the Forgotten Palace area. All of the teleporters are marked, as is the exit. There are shortcuts that you can take if you use the hammer to break the walls in certain spots. Have fun!

In the beginning of the level, you will need to push the stone into the hole, which will turn the magnifying glass.



The only way to reach the teleporter is to hit the switch on the right wall. The switch will activate the drain.



BUST-A-MOVE

FACT FILE

Bust-A-Move
in Time

THEME	PUZZLE
MEGABITS	4
% COMPLETE	90%
AVAILABLE	APRIL
# PLAYERS	1 on 2
# LEVELS	100
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....☒
- # of Lives.....☒
- # of Continues.....☒
- Button Configuration.....☒
- Sound/BGM Test.....☒
- Password.....☒
- Battery Back-Up.....☒

Notes: Has multiple speeds and modes for tournament matches.

BUST IT!

Are you ready to bust-a-move? Well, check this out! Bust-A-Move is a new, fast-paced puzzle game in which you need to clear sets of three or more balls of the same color. Sounds easy, huh? Once you add in the dropping ceiling or opponents sending you surprises, the game becomes a bit more difficult. Choose to play a single match through the 100 levels or play an opponent in a doubles match. You can aim and bounce the balls off the sides to get them just where you want them. Get it in the wrong spot and you could ruin your whole game. For a real challenge, try playing the computer adversaries. Just when you think you have them licked, they drop a group of miscellaneous pieces in your face. No matter which way you play or how well you do, you will want to come back for more and more. This game is addicting. Bust it!

-Dave Malec



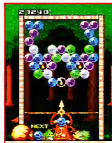
The Fire icon explodes the pieces in the area.



The Lightning icon knocks out a horizontal row of pieces.



The Water icon turns all it touches to the same color.



This puzzle game adds a new twist by allowing you to bounce the balls off of the wall.

Eliminate large groups to get more points and stick to opponents.

Make sure you don't drop below the line or you will be starting over.



TOUGH OPPONENTS



Versus Mode allows you to compete against the computer or a friend. The more pieces you group, the more damage you will do to each other. Don't let them get too far ahead or it will be over. How about best of seven?



NOTHING, NOTHING CAN PREPARE YOUR 32X.



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ALL THE ACTION OF THE
ARCADE SMASH!



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Rip into the *real* arcade action that 32 megs of high-speed, 32 bit processing can deliver! Trade-up to faster game play, realistic character animation, state-of-the-art graphics and the bone-crunching music and sound f/x of the arcade smash—from "Finish Him" to "Flawless Victory." You might have played it before but... Nothing, NOTHING can prepare you for MKII on 32X!



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GENESIS
32X



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FACT FILE

DESERT DEMOLITION

BY SEGA

THEME	ACTION
MEDABITS	8
% COMPLETE	80%
AVAILABLE	FEBRUARY
# PLAYERS	1
# LEVELS	8
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....☒
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☒
- Sound/BGM Test.....☒
- Password.....☐
- Battery Back-Up.....☐

Notes: Can play as either the Road Runner or Coyote.

BEEPI! BEEPI!

This game embodies many of the gag concepts presented in the cartoons involving those two lovable characters—the Road Runner and Wile E. Coyote. Plenty of smash-'n'-bash type jokes are presented in the form of funny animations.

Play as either character. Each has his own game to play, with different icons and methods to win.

The sound and music are straight from the cartoons and really add to the feeling that you are playing a Looney Tunes animation.

The challenge can be a bit much at times, even at its easiest setting, but this in no way takes away from the overall achievement of the game.

It was a pleasure to play this title. For those of you who enjoyed the cartoons, I'm sure it will be a pleasure for you as well.

- Jason Streetz

DESERT DEMOLITION

Starring **Road Runner** and **Wile E. Coyote**

COYOTE

(CANIS RAVENOUS)



It is imperative that you consult the ACME boxes for important gadgets!



How many of the wonderfully nasty cheats can you find?



He may not be as fast as the competition, but he does have quite a few tricks up his sleeve. The ACME company will supply him with more than enough clever gadgets to win.



- A) Collect for points.
- B) Increases turbo power, which allows for great running speed.
- C) Increases your time limit to reach the end of a level.
- D) Extra life. Looks like the head of the character you have chosen.



THE ICONS

These most important little doo-dads will undoubtedly prove to be invaluable in your race to the final level—no matter who you play as.

ROAD RUNNER

(SPEDICUS BIRDICUS)

The whirlwind of birds, this guy can really move. Use your speed in order to bypass the Wile E.'s tricks. With a flick of the tongue and a "Beep, beep"—you're gone!



You must avoid the antics of the Coyote or it's all over for you.



Be sure to collect the birdseed deposits along the way for health.

TRICKS OF THE ACME COMPANY

To play as Wile E. Coyote is very similar to a Mario game in contrast to the Road Runner. You play most of the game with power-ups and icons, in a never-ending search for the collection of stamps. His gadgets are really cool and add a lot to the play and replay values of the game.



The Road Runner may have immense speed, but the Coyote has some really nifty gadgets of his own, compliments of the ACME company.

- A) Rocket shoes: handy for super speed.
- B) Spring shoes: for those hard-to-reach places.
- C) Wing suit: a really great method of transportation.
- D) Umbrella: cushions long falls.



Just like the cartoons, the Coyote depends upon the ACME gadgets to try to catch the Road Runner. Also, if you are playing as the Road Runner, you should try to avoid getting near the ACME boxes, because the Coyote is bound to come flying out after you.

COYOTE versus ROAD RUNNER

Each of the characters has his own game to win!



To play as the Road Runner is much like a Sonic game. There are speed zones as well as stamps to collect. Very different from the Coyote game.



ENVIRONMENTAL EXPLOITATION



There are loads of items in the area to use in your race against your competition. Catapults and cannons launch you to further areas. Bumpers knock you around at high speeds. In a Sonic-like fashion, the Road Runner can amass great velocity using ramps. This can help match up against some of the goofy inventions the Coyote will use against you.



RED ROCK RENDEZVOUS

Climbing through the rocky terrain of the desert is tough, especially when it is filled with dangerous items. Make sure to step lightly around the rough spots or else!



Even the zaniness of the Coyote and Road Runner are included in this smashing game. It will remind you of the beloved cartoons.

BUTTES AND LADDERS

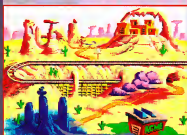


CHOO CHOO TERRAIN

Let's head down to the train station with the Coyote and Road Runner. Make sure you don't get smacked in the head with anything or you're done!



CARTOON-QUALITY GAME PLAY



The cartoon-like animation of the game will keep you thrilled from beginning to end. Everything, including the best is here.



Let's hope you never have to look at this screen. Nevertheless, it's good to know that it's in the game—just one more cartoony aspect. Little kids are sure to love this game.

SLAMM'N'

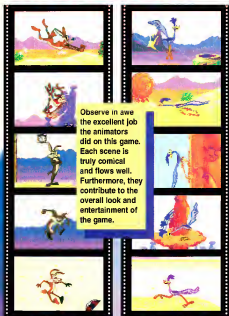


Step into the ring with the WCW's best! Dozens of classic moves plus signature moves make this the most realistic action you'll find outside the square circle.



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ENTERTAINING ANIMATIONS

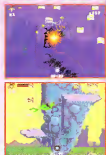


Observe in awe the excellent job the animators did on this game. Each scene is truly comical and flows well. Furthermore, they contribute to the overall look and entertainment of the game.

This is one of the largest levels in the game. This, added to all kinds of traps and tricks, makes it the most difficult. Don't get lost in the caverns while chasing/escaping.



The first section of this level looks like a nightmare version of the desert from the beginning of the game. After that, it's a large, blue network of rocks, slides and obstacles.



This is it. This is the end of the game. Your competitor will have acquired a large machine with which he will attempt to roll you into paste on the floor. See if you can stop him.





THE ODDS ARE AGAINST YOU.



LEAPING LIZARD! SPIEY'S
CLEANING UP THE SEWER.



FLAME ON! THE HUMAN TORCH™
HEATS UP THE BEETLE™!



SPIEY GETS THE
"JUMP KICK" ON VENOM™



FEATURING THE FANTASTIC FOUR™



SHOCKER™



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GENESIS™

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X-MEN 2

CLONE WARS

FACT FILE

X-Men 2 Clone Wars
by Sega

THEME	ACTION
MEDARITS	16
% COMPLETE	80%
AVAILABLE	MARCH
# PLAYERS	1 on 2
# LEVELS	12
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....☐
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☐
- Sound/BGM Test.....☐
- Password.....☐
- Battery Back-Up.....☐

Notes: The final version may have more options.

X-MEN AGAIN!

The X-Men have returned for another challenge on the Genesis. With the appearance of a new game comes new characters and a new challenge.

The different abilities of each character are displayed again—you now have a choice of seven different Mutants including the infamous Magneto! Will you be able to master each mutant's moves quick enough to conquer all the challenges that will come your way?

Along with the new characters come new breakthroughs in graphics. The backgrounds are tremendous! Each background has its own, detailed animation that occurs simultaneously with game play that may or may not help your mission.

Even though this is a slightly different approach to the X-Men world of the original, I believe it is worth trying. See for yourself!

- Scott Augustyn



MAGNETO



ENERGY BLAST



ENERGY BALL



HOVER

LEVEL 1: THE SUPER SENTINELS



Throughout this level you will have to face some serious problems, including the chance of being blocked by a door or being harassed by a dangerous opponent. These problems can be solved! Approach the enemies with caution and take them out quick! You will have to destroy



some kind of a switch box later in the level to open the doors. This will release an electrical charge that will travel across the ground to the door and hold it open for a short time. Run through the door to continue to the next level.

CHARACTER SELECT



From here, you have a choice of seven different characters—the most in any X-Men game—including Magneto! Use their various skills to finish each level with flair!



LEVEL 2: AVALON



In this level the biggest challenge you face comes from the surprise guns and the background shooters that will pop up and take aim, then try to let you have it with a shot to the side. After all this, you go against a Boss who doesn't really care for you. Shoot her between shots and dodge her electric discharges to live long enough to come out victorious.



LEVEL 3: BANI MAZI



As you travel through this level you will quickly notice that there are large boulders falling from the top of the temple down on you! This is not good. Dodge the boulders then attack the little henchmen who roll toward you. Make it to the top to fight a most feared Apocalypse! This Boss will toss boulders and energy packs at you. Attack the packs and he shall fall.





FACT FILE

The Itchy & Scratchy Game
by Acclaim

THEME	ACTION
MEDIA/TY	N/A
% COMPLETE	90%
AVAILABLE	1st Qtr '95
# PLAYERS	1
# LEVELS	7
CHALLENGE	MODERATE

OPTIONS CHECKLIST

- Difficulty Settings.....☐
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☐
- Sound/BGM Test.....☐
- Password.....☐
- Battery Back-Up.....☐
- Notes: No options at this point in the game.

The ITCHY & SCRATCHY game



They fight and bite!

They're Itchy and Scratchy, Springfield's favorite cartoon duo. If you enjoy the cartoon with all their crazy fighting, you're sure to like this game. It's seven levels of an exciting cat-and-mouse showdown. They just can't leave each other alone! Each level comes with a variety of choice weaponry that can be used to slice, dice, electrify and char your opponent. Each level is a different cartoon that you play. Collect items in order to defeat the secret Boss at the end. The game isn't hard to control but Scratchy can often come unexpectedly and is pretty quick, so stay on your toes. I loved it just because the cartoon is so funny!

— Carey Wise

The Pusseidon Adventure

It's a game of catfish and mouse in the octopus' garden! Find various weapons to put Scratchy out of his misery. Look for as many starfish as you can find because you will need them in the end for the giant catfish! It won't be that easy though. Scratchy is a fast swimmer and there are spiky sea urchins and electric eels lurking in the seaweed.



The Medieval Dead

Run through haunted castles and dungeons as you fight off Scratchy with medieval weaponry.

Juracid Bath

Itchy and Scratchy go back to prehistoric ages and duke it out among the lava pits.





Venture on the high seas, blowing pirates from the mast with a musket or a blasting cannon!

Mutilation on the Bounty



Off the tower with a perfect swan dive!

A Site for Sawed Eyes

Here at the construction site, Itchy and Scratchy go for another round of fighting—this time they're chasing each other from beam to beam. Spinning sawblades, jackhammers and bricks are all part of Scratchy's plan to stop that tricky little mouse.





FACT FILE

EARTHWORM JIM SPECIAL EDITION

BY INTERPLAY

THREME	ACTION
MEDIA/TITLE	CD-ROM
% COMPLETE	80%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	12
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

- Difficulty Settings.....☒
- # of Lives.....☐
- # of Continues.....☐
- Button Configuration.....☒
- Sound/BGM Test.....☐
- Password.....☒
- Battery Back-Up.....☒

Notes: The addition of passwords adds a lot to the game!

MORE EWJ!

The worm is back and he's better than ever! Never-before-seen cinematics and levels have breathed new life into an already incredible game. In this special edition game, you'll find such fun Bosses as Big Bruty and a new, improved snowman Boss! There is also a killer, heat-seeking, mega missile gun that goes on a seek-and-destroy mission for you.

-Paul Ojeda

NEW PLATFORMS!

In this version, things are not what they used to be. For example, now you can stand where the dog houses are to collect icons.



EARTHWORM JIM

Special Edition

NEW CINEMAS



You now have the option to control the volume of both the music and the sound effects.

This version of the game has some new artwork and also features a new opening cinema that is totally hilarious! Here are a few pictures of the screens and artwork so you can see some of this incredible detail for yourself. There is also a new option where you can adjust the volume of the music and the sound effects.



NEW GUN!



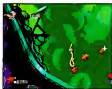
Yep that's right, a completely new gun. It's very powerful and actually a heat seeker! These missiles will hunt down and destroy their targets! Every icon is worth three missiles.





LEVEL 1

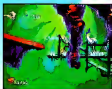
In the first level of this game, you'll see where the first Boss once was. Now there is a toilet warp there that takes you to a whole different level. In this level Jim has no suit on, so you must go through the level in search of it. After you find it, you will fight the Boss of the junkyard.



Without his handy suit, Jim just slides all over the level.



Choose either Stud Mode or Wimp Mode here.



You've found your suit; now go kill the Boss!



Knock over the boxes, so they can hit the Boss in the head.

THE NEW SNOWMAN!



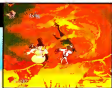
Fight the snowman on several different platforms.



All of your weapons work on him now.

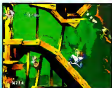
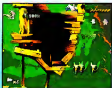


This guy can really jump! Don't get under him!

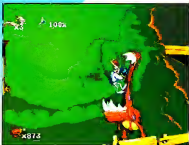


This snowman is totally different than the one in the other versions of this game. He is no longer tied to the ground, and he will jump on you!

BIG BRUTY!



One of the new stages features a guy named Big Bruty. Throughout the stage, you will have to figure out ways to get past him—it is not as easy as it sounds. Don't try to jump over him—he has a huge set of choppers waiting to take a bite out of you!





FACT FILE BATTLE FRENZY

BY DOMANIK

THEME	ACTION
MEGABITS	CD-ROM
% COMPLETE	99%
AVAILABLE	1st QTR. '95
PLAYERS	1 to 2
# LEVELS	16
CHALLENGE	VARIABLE

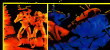
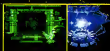
OPTIONS CHECKLIST

- Difficulty Settings.....☒
- # of Lives.....☒
- # of Continues.....☒
- Button Configuration.....☒
- Sound/EGM Test.....☒
- Password.....☒
- Battery Back-Up.....☐
- Notes:

BATTLE ALERT!

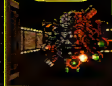
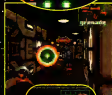
Dec. 29, 2049: Earth's Moonbase has been attacked and destroyed by aliens. While boarding the alien ship, all humans were wiped out by killer robots! After scientists had a chance to study the ship, they determined that more were heading for Earth. It's your job as an Elite Trooper to infiltrate the ships and destroy them. Good luck!

- Jason Morgan



In order to be successful in your mission, you need to pick up various weaponry and key cards, while avoiding dangerous obstacles and killer robots. Some of the nastier ones are really scary!

YOUR ENEMIES

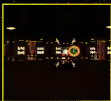


BATTLE FRENZY



Having trouble getting through the game? Invite a friend to play! Two-player simultaneous action can really help your mission.

PLASMA NODE



The dreaded Plasma Node! It's not too tough to defeat. Four probes revolve around it, firing at you and preventing harm to the node. You need



to destroy them, then the node. You must escape before the level explodes. The built-in mapping makes this task easier.

OTHER ITEMS



EXPLOSIVES: Shoot 'em for an explosion.



HEALTH: Pick up these canisters to regain life.



KEY 1: You need this to open certain doors.



KEY 2: You need this to open certain doors.



MINE: Deadly for those who step on one.



AMMO: Replenishes ammo for all weapons.

The best part about Battle Frenzy isn't the different robots you face or the large, multicolored levels. It's gotta be the...

WEAPONS

...that make this game what it is. The Piercer, Tri-Shot, Breaker, Cannon, Lock-On, Rapid Fire, Spray, Grenade and Ricochet all kick butt!

DEFAULT



The yet unnamed default weapon is a single-shot projectile that does moderate damage. It's not bad for a start, but you'll want to pick up something more powerful.



BREAKER



The Breaker is powerful and hard to find. It shoots seven shots in a wide arc, making it very useful in a crowded room. When you find a Breaker, use it wisely.



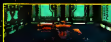
PIERCER



The Piercer is also very useful. It travels through just about any substance known to man, including spaceship walls! Your enemies can fall from one shot, so aim well.



GRENADE



The Grenade Launcher is the most powerful weapon you'll have, so use it on the toughest robots! The grenades explode nearby, so you'll need to get close to the enemy.



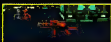
RAPID

The Rapid Fire gun is self-explanatory. Just hold down the trigger to shoot a steady stream of shots. Good for tough-to-kill nasties.



SPRAY

The Spray gun is similar to the Rapid Fire gun. The difference is that the Spray gun shoots in a wave pattern. Good for clearing out narrow corridors.



CANNON



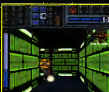
The Cannon is a very powerful weapon. It shoots line-of-sight, and detonates upon impact. The problem is it's very slow. Your enemy might move out of position before it hits.



LOCK ON



The Lock-On can really be a lifesaver. When you're almost dead, the Lock-On can keep you alive until you find Health. It will choose the nearest enemy to shoot at. Cool!



RICOCCHET



The Ricochet isn't as useful as it sounds, but it's still better than the default weapon. Ricochet shots rebound off of walls and doors and explode on contact with robots.



TRI SHOT



Tri-Shot is a dependable weapon and a common one. It shoots three shots at once, which is good for both close-up and distant enemy encounters.





FACT FILE

Space Harrier
32X Sega

THEME	SHOOTER
MEGABITS	24
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	N/A
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input checked="" type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>

Notes: Unknown at this time.

GO GET 'EM!

Yes, this is the same as the popular arcade title. Yes, this is also the same as the translation that was released for the original Sega Master System. Yes, this game is one great shooter!

This title exemplifies the scaling abilities of the 32X. You really get the feeling of motion and depth while blasting the countless nasties that come your way.

I liked this title in the arcades (despite the fact that it was a severe quarter muncher), and I am pleased with this translation. The sound, the control and the effects are very close.

Despite being outdated, this game has been given new life on the 32X.

Although this is a first generation title, it is quite an achievement. I recommend picking this title up for your 32X.

- Jason Streetz

AMAZING CHALLENGES LIE AHEAD



There are plenty of challenges that lie ahead. So before you plug your SH cart into the 32X expecting some great gaming, take a deep breath and brace yourself for one heck of a ride.



Throughout this game avoid the large obstacles that cross your path enroute to the big, bad guy at the end of the stage.

SPACE HARRIER

Those of you who have played the arcade game will remember that this was once a very popular coin muncher. After the release of the first Sega Master System, this title was translated and brought back to life. Now for the 32X, this title has been given new life, perhaps with some new stages. Who knows? Only you can find out!

HUGE BOSSES



The Bosses are generally worth a few million hits, and take up a large portion of the screen. From this and the psychedelic stage graphics, you should find yourself fully enjoying the challenge this game has to offer. Can you reach the end of the game?

AWESOME STAGES

The stages are, for the most part, very visually impressive, despite the slight sensation of nausea the average gamer may experience as a result of the flashy-warping 3-D effects. The overall graphic quality is good and leaves you wondering what else the 32X can do.



MOOT STAGE 1

This is the first level of the game and naturally, the easiest. The enemies are very patterned, and the obstacles are easily avoided. Nothing too rough.



The Boss of this stage is one of the coolest in the game. Even though this is the first level, the dragon Boss is totally awesome, although easy to kill.



GEEZA STAGE 2

This is one of the more graphically impressive stages. Once again you must dodge the boulders that hover in midair. The nasties here are a tad meaner.



The addition of pillars makes the second stage somewhat more difficult than the first. The Boss of this stage is kind of cheesy compared to other Bosses.



AMAR STAGE 3

This is definitely one of the more graphic levels in the game. The scaling should get to your eyes by now, and so should some of the enemies' cheap hits.



I feel like I am raiding a Smurf village in this stage. Pastel mushrooms everywhere! Can you kill Papa Smurf to get to the big nasty at the end of this stage?





FACT FILE

TEMPO
 by Sega

THREME	ACTION
MEGABITS	24
% COMPLETE	40%
AVAILABLE	MARCH
# PLAYERS	1
# LEVELS	7
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input checked="" type="checkbox"/>
Sound/80M Test.....	<input checked="" type="checkbox"/>
Password.....	<input checked="" type="checkbox"/>
Battery Back-Up.....	<input checked="" type="checkbox"/>
Notes: Displays a special sound monitor for sound level.	

A GRASSHOPPER?

Tempo, the hip-hoppin' grasshopper, is Sega's first action character since Ristar. Tempo's adventure makes its debut on the 32X. Though it may seem easier to recite all the U.S. presidents in order than it is to actually hook up this machine, it is worth the trouble.

For one thing, Tempo really makes use of the 32X's vast palette of colors. Starting at the first stage, you have colorful fruits and vegetables that rotate around in the background. This may be a bit distracting at first, but is nevertheless impressive! Tempo has the usual types of power-ups you can acquire throughout this action/adventure game. For instance, if Tempo can find an album, two other duplicates appear alongside him for triple the firepower, but only for a limited time. The list of new items found in here goes on and on. Sonic and Mario fans should check out this title.

-Tim Davis

Tempo

MORE THAN A GRASSHOPPER



When Tempo finds a Dance icon he can summon the help of his friend, Katydid!



Finding musical notes, especially the giant yellow one, will help replenish your health during the level.



The item is now a flower, and the barriers become health icons.

Finding these is the key to unlocking certain barriers.



Now you've got three times the firepower!

Grab these CDs for an interesting power-up!



THE MANY MOVES OF TEMPO

KICK



DASH



HANG



GLIDE



JUMP KICK



LOW KICK



MUSICAL NOTES



LOOK UP



Besides having the basic attacks of a tee-kwon-do artist, Tempo also can throw magical music notes that stun his enemies on impact. The more power-ups he has, the more notes he can throw!

DOWN THE TUBES



Make your way through the digestive track of this animal!



That's right, that's an animal's mouth you have to enter. Watch out for all the plaque germs that will try to cling to you!

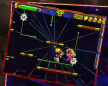
Exactly what you expected to find for the first Boss—a boxing glove!



Use your spin attack to hit multiple enemies.



THE TECHNO CITY



Watch out for the electrical power surges!



When the crosshairs following you turn red, take cover!



Be careful when jumping from platform to platform or you'll be in for a shocking surprise.



This giant pair of headphones isn't too tough to beat. Just use the same jump kick pattern that you did on the boxing glove.



OUT ON A LIMB



Don't be afraid to grab on to the clothes on this clothesline. If you do, it'll give you a lift up to a higher platform in the level.



This big boot isn't as tough as it looks. Well-placed jump kicks will take it out.



Use jump kicks to rebound yourself off both walls to get up this narrow spot between the buildings.



Grab this flag and hang on for dear life!



300



FACT FILE

CRIME PATROL

BY AMERICAN LASER GAMES

THEME	SHOOTER
MEGABITS	CD-ROM
% COMPLETE	100%
AVAILABLE	NOW
# PLAYERS	1
# LEVELS	4
CHALLENGE	VARIABLE

OPTIONS CHECKLIST

Difficulty Settings.....	<input checked="" type="checkbox"/>
# of Lives.....	<input type="checkbox"/>
# of Continues.....	<input type="checkbox"/>
Button Configuration.....	<input type="checkbox"/>
Sound/BGM Test.....	<input type="checkbox"/>
Password.....	<input type="checkbox"/>
Battery Back-Up.....	<input type="checkbox"/>
Notes: Has a Calibration Screen for the gun.	

POLICE! FREEZE!

Crime runs rampant in the streets. It's a plague infecting the populace, and you're the cure. Grab your magnum and wipe the streets with the bandits' butts! Work your way up from petty gang wars (as a rookie) to terrorists threatening the security of the U.S. (as a member of the elite Delta Force).

Crime Patrol is of the same genre as the live-action shooter made popular by the Mad Dog series. You "walk through" the level while the bandits jump out at you from obscure locations. If you shoot them, they die. If not, you die. It's that simple.

Even though the game I played was a production copy, it suffered from frequent pauses. The gun control (or lack of) could have been much better. You can try playing with your controller, but good luck. You need the gun to get anywhere in the game.

Ken Badziak



Hey, rookie!

Say "Hi" to your new partner, rookie! She'll show you the ropes, and take you in on a couple of easy sweeps. No problem. You're on the way to Delta Force! Just try not to get yourself killed.



The department store

Your first bust goes down in a department store. There are only a few bandits here, and watch out for the store clerks!



The gang fight

After smokin' the bandits in the department store, you're called to stop a major gang fight. Let your magnum do the talkin' to these goons!



The warehouse

Keep an eye out for the security guard and bag the baddies. Finish this round and move up to undercover! Say goodbye to your old partner!

WAR HAS NEVER BEEN SO MUCH FUN

CANNON FODDER

Have you got what it takes to track down the abandoned helicopter in the middle of the arid desert and rescue Mr. President from the enemy base before everyone gets blown to smithereens by heat-seeking missiles? Do you have the guts to negotiate arctic wastelands to find the skud missile factory surrounded by treacherous booby traps? Have you the nerve to enter a heavily occupied underground base, locate the secret plans and blow up the enemy computer system before returning to the steamy jungle with only a few jeeps at your disposal to protect the natives from advancing tanks?

Cannon Fodder

It's not nice,
but then that's
war folks.



Virgin

Sensible
SOFTWARE

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JAGUAR

DO THE
MATH

8 4 C B I T

INTERACTIVE MULTIMEDIA SYSTEM

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ARIMA
PENULTIMATE MAN
KARMA 1/2 II
TINY TIGER: MACHO SPORTS
POWER JASTICE
NECROMAN 82
MUTAL MARCH

WHY SUPER BEARS
ABANDON FAMILY VALUES
CALF, COMMANDER
KIDROD
FIRE TEAM ROGUE
FIRST QUOTE
FLIGHTS
FLESHMAN FLESHMAN
GALACTIC DEFENDERS
ICEFIRE FACTOR
JACKY G. SCARF
JULIP PAV
JULIP LEAGUE
JULIP TOURS 8-BALL
LAST VIKING II
MIGHTY MAX
PIRE
PUNCH AND KAPTOR
RAP JAM
SUCKER
STAR TRO: ROOP SPACE 9

GENESIS

MADDER '83
EARTHQUAKE JIM
PITFALL
VIEW POINT
SAMURAI SHODOWN
SLAM MASTER
LIFE
PRAIRIE STAR IV
ROAD RASH III
SCHWABER 6
SPRIGATE
PUNISHER
ABANDON FAMILY VALUES
STREET FIGHTERS

ALSO THE ABANDON 3
ALSO THE SUPERBARK
BAYMOR 6 HORSE
KIDROD
FIRE TEAM ROGUE
FLIGHTS
BONE IMPROVEMENT
JACKY G. SCARF
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CLASSIFIED

TICKETS FOR SALE, Looney Tunes B-Ball tournament, 1-800-DRIBBLE

CASTING
Try out
LOONEY T
family of

TICKETS FOR SALE, Looney
Tunes B-Ball tournament.
1-800-DRIBBLE.

PORTLY SWINE
looking for vacation p-p-p...
vacation p-p-part... vacation p-
part... traveling companion for
Portly Pig's Haunted Holiday.
bring pillow. Contact

DESPERATELY SEEKING
high-performance roadster.
Will provide unlimited birdseed.
Contact Wile E. Coyote.

PLAYERS NEEDED for two-on-two pick-up game. Must enjoy pies in the face. Contact Looney Tunes B-Ball.

BILL TROUBLE got you down? Get in touch with the bill expert. Contact Daffy Duck on Game Boy.

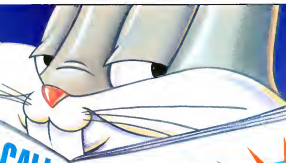
MUSKET FOR SALE. Used only for twacking wascally rabbit in Bugs Bunny Rabbit Rampage. Vewy, vewy quiet. Contact Elmer Fudd.

FOR SALE, P38 Space Modulator. Ideal for global destruction or livening up parties. Goes over great with the chicks or in *Daily Duck The Marvin Mission*. Contact Marvin the Martian.

SINGLE BLACK CAT
seeks small yellow bird for
meal-time companionship in
Sylvester & Tweety. Must have
good taste. Contact Sylvester.



CALL
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COMING
SOON!

HOLLYWOOD STAR

"LOONEY TUNES B-BALL" IS A SLAM-DUNK WINNER!

by Howard Coleslaw

In one of the greatest games this reporter has ever had the privilege to cover, **Looney Tunes B-Ball** scored the biggest victory ever.

When this wacky, fast jammin' game of roundball begins, it's clear that anything goes! First, choose from your favorite Looney Tunes characters and go two-on-two against the computer or your friends! You set the Wacky Meter to the level of craziness you want — from 1, for nonsense streetball, all the way to 5, where the only rule there are no rules!

Change the ball into a pie and show your agent the new meaning in your face! Goible or teleport past man and take it to the rtwo! And the clock isn't the only thing ticking when the ball becomes a bomb for

to/
locker room after

the game, the Looney Tunes team was understandably exhausted, as the action was fast and furious at both ends of the court. Overall, the



team was pleased with its effort, though Taz's moves did

come into question.

"Taz can't dribble, but he sure does drool," said team captain Bugs Bunny.

Taz was unavailable for comment, but released the following statement through his agent: "Roarg hawraaaa grooagh froww hrrrg!"

@ ! * * # # @ ! * Most observers tended to agree. **Looney Tunes B-Ball** is



your season ticket to fun. "Shoot, doc," said Bugs. "We're having

a ball!"

The arena will rock as you play through earthquakes, eclipses and more! So go ahead and drive to the hole. But watch out, you just might fall in one!



TAKE THE COURT FOR THE WACKIEST GAME OF HOOPS EVER!

The you play, you'll get. your season ticket to fun. "Shoot, doc," said Bugs. "We're having great mi in his on The Loon features all Bugs Bunny, Sylvester and Tweety, E Fudd. And Daffy Duck himself! The Acme Animation Factory just the carrot on the...er...New mind.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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T.E.
TOURNAMENT EDITION

FEBRUARY 23RD



SUPER NINTENDO
GAME BOY ADVANCE

GENESIS™

GAME GEAR™

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